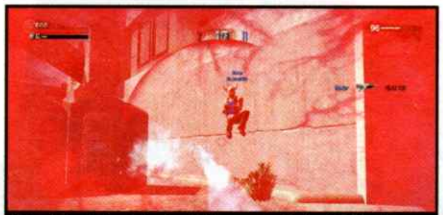
# MULTIPLAYER TRAINING

DUKE PLAYS WELL WITH OTHERS... BUT ONLY IF THEY'RE HOT.

## THE BASICS



*Duke is just about dead and his errant attack with the Freeze Ray isn't helping. He's out of Ego and one more bullet from the enemy's Ripper will finish him off.*

### EGO

**All players have 100 Ego (i.e. health).**

You don't spend a lifetime kicking as much ass as Duke has and not cultivate a pretty large ego. Duke's ego is so massive that it actually forms a protective layer around him that absorbs damage and keeps him safe from enemy attacks. This isn't to say he is invincible. Duke's Ego meter is a steady 100 hit points (it cannot be extended as in the single-player campaign) and he will die if it is fully drained.

The Ego meter is located in the upper left-hand corner of the screen. This meter drains as Duke takes damage, either from an enemy attack or by falling or some other means. Although weapons such as the RPG and Railgun can deliver a one-hit kill to Duke (as is falling from a considerable height), Duke's ego absorbs lesser damage. As it does a red arc appears on-screen to indicate the direction from which the damage is coming and to alert players that they're being attacked. The more damage Duke takes, the redder the screen becomes. The Ego meter will fully regenerate if Duke manages to escape additional damage for several seconds.

**GET BACK IN THE ACTION!**

**Duke hates games that force you to sit on the sidelines after being shot. What kind of crap is that? You didn't sink sixty bucks into Duke's retirement account just to watch other people play. You can press the Respawn button to reenter the fray just one second after being killed. Payback time!**

**GRAVITY SUCKS**

**Be careful how far Duke drops, as he is particularly prone to fall damage. Don't leap off second story ledges and make sure you don't fly too high when running low on Jetpack fuel. Even if the fall doesn't kill Duke, it will likely leave him sufficiently injured and vulnerable to enemy fire.**

## LIFE, THE UNIVERSE, & LEVEL CAPS

It's important to understand how a player earns experience, what it takes to level up, and what it gets you. Players are awarded experience points (XP) for performing well in combat and contributing to the team objective, when applicable. Bonus XP is also doled out as a reward for completing Challenges (see the "Challenges" chapter for details). Combat and Challenge XP are awarded post-match, so stick around until the match ends. Don't quit!

Combat XP awards are cumulative within an action, meaning it's possible to double or even triple XP awards in a single action. Consider the following example: A player equipped with the Jetpack and RPG kills an enemy babe carrier while airborne. The player gets 20 XP for the kill, 10 XP for killing the babe carrier, and an extra 15 XP for killing an enemy while flying.

***COMBAT XP AWARDS***

| ACTION | XP |
|---|---|
| Kill | 20 |
| Multi-Kill | 20 |
| Kill Assist | 5 |
| Kill While Jetpacking | 15 |
| Babe Capture | 25 |
| Returning Team's Babe | 10 |
| Kill Babe Carrier | 10 |
| Win the Match | 50 |
| Overdrive Mode (XP per hit) | 10 |
| Suicide | -10 |

***XP REQUIREMENTS PER LEVEL***

| LEVEL | XP | LEVEL | XP | LEVEL | XP | LEVEL | XP |
|---|---|---|---|---|---|---|---|
| 1 | N/A | 12 | 21100 | 23 | 91100 | 34 | 287600 |
| 2 | 1500 | 13 | 24700 | 24 | 102100 | 35 | 317200 |
| 3 | 2500 | 14 | 28700 | 25 | 113900 | 36 | 349400 |
| 4 | 3700 | 15 | 33100 | 26 | 126500 | 37 | 382800 |
| 5 | 5100 | 16 | 37900 | 27 | 140300 | 38 | 418800 |
| 6 | 6700 | 17 | 43100 | 28 | 155500 | 39 | 457600 |
| 7 | 8500 | 18 | 48900 | 29 | 172100 | 40 | 499100 |
| 8 | 10500 | 19 | 55100 | 30 | 190100 | 41 | 627100 |
| 9 | 12700 | 20 | 62900 | 31 | 211600 | 42 | 827100 |
| 10 | 15100 | 21 | 71500 | 32 | 235400 | | |
| 11 | 17900 | 22 | 80900 | 33 | 260400 | | |

# MULTIPLAYER

BECAUSE ONLY WUSSIES NEED TO ASK FOR DIRECTIONS.

The level cap in *Duke Nukem Forever* is set to 42. All players begin their multiplayer career as a level 1 Duke, but it doesn't take long to achieve several level promotions and be well on your way to level 42. And the more levels you earn, the more items you unlock for the My Digs mode.

### OVERDRIVE MODE

**Overdrive awards double XP and +10 XP per hit.**

One quick glance at the level requirements is all it takes to see that the climb from level 40 to level 42 is incredibly steep. Fortunately, all is not as it seems. Players are sent into Overdrive Mode upon reaching level 40 (shortly after declining the option to Prestige—because it's dumb!). Overdrive Mode grants players 10 XP for every hit they successfully land on other players; even non-fatal bullets that only slightly damage the enemy will earn 10 XP. Furthermore, all combat XP awards (e.g. kills, assists, captured babes) are doubled.

# GAMEPLAY MODES

There are four multiplayer game modes, each playable with up to eight people. All modes can be played on each of the 10 included maps, except for Capture the Babe which can't be played on Duke Burger, Erection Site and Hollywood. The rules are the same for every map although weapon placement, interactions with the environment, and power-up availability does change.

**MAP-SPECIFIC TACTICS**

**The "Multiplayer Maps" chapter in the guide packs over 50 pages of strategies and tips specific to each map. The sections that follow contain numerous tips for each individual gameplay mode, designed to help newcomers and veterans alike get up to speed with Duke's unique brand of multiplayer.**

# DUKE MATCH

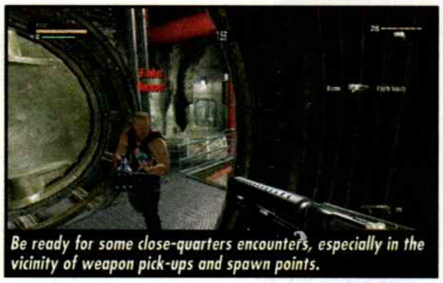
**Free-for-all mode. No teams, every Duke for himself.**

It's kill or be killed when playing Duke Match. You have no teammates to watch your back and the only objective is to kill as many players as possible before the designated score or time limit is reached. Scoring is based purely on kills, but deaths are tallied too (how else would you get to brag about your impressive kill/death ratio?). Killing an enemy counts as +1 kill, while being killed by an enemy or performing a suicide counts as +1 death. It's really straightforward.

### VICTORY FORMATION

The player who creates the match can set the following win conditions:

- **Score:** 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, or No Limit (player with the most points when time expires wins).
- **Time:** 10, 15, or 20 minutes.
- The default setting is 20 points and 10 minutes. The first to reach 20 points wins, or whoever has the most points after 10 minutes.



*Be ready for some close-quarters encounters, especially in the vicinity of weapon pick-ups and spawn points.*

### CORE TACTICS

**Fast and Deadly:** Multiplayer combat in *Duke Nukem Forever*, especially in Duke Match mode, is extremely frenetic. Players who move slowly, run in straight lines, or are too deliberate in their choices won't last long. Stay on the move, grab the power-ups and weapons as you see them, and always be ready to fire, jump, turn, and fire again!

**Learn the Hot Routes:** Experienced players know the surest way to get yourself killed is to wander the map aimlessly looking for people to shoot. It's much safer—and more effective—to follow one or two specific routes that link preferred power-ups and weapons. It's better to focus on efficiently slaughtering everything in a small portion of the map, than it is to wander at length. This book lists one "Hot Route" for each of the 10 maps in the following chapter. Learn them, understand why they work, and then experiment with a route of your own that suits your individual style of play.

**Respawn Quickly:** There's no tactical advantage to delaying your respawn during Duke Match. Get back in the game quickly to make sure you don't miss out on any of the action. The only exception to this rule is if you're playing one versus one and you're trying to cling to a narrow lead during the final seconds of the match.

**Don't Be a Hoarder:** Death happens. It's a reality when playing multiplayer that you're going to be killed and killed often. And you can't take a collection of Pipe Bombs and Trip Mines with you to that magical penthouse in the sky. Make sure you're smart about how you use them (and remember where you put them), but don't hold onto the Trip Mines and Pipe Bombs for too long, or else you may never get the chance to use them.

**Finish the Fight:** Some may disparage this tactic by calling it "kill stealing," but others like to think of it as taking care of unfinished business. Always be on the lookout for two players engaged in a shootout...and open fire! Chances are one or more players are low on health and is ready to fall. A Pipe Bomb will often take out both of them, as will a few rounds from the Ripper or a volley of rockets from the Devastator. Don't underestimate the effects of splash damage on weakened enemies.

# TEAM DUKE MATCH

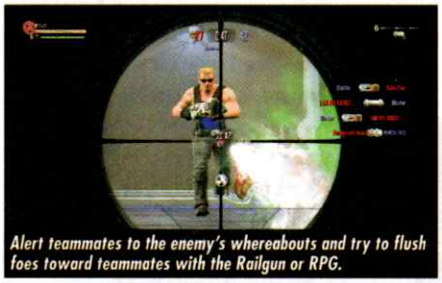
**Team-based death match. Players are divided into red and blue teams. Team with the most kills wins.**

Team Duke Match is played very similarly to standard Duke Match, except players are divided into two teams. Players can switch teams before the match begins, should that need arise. Score is kept for individual players, but it's the total kill tally for the team that determines the victor. Killing an enemy earns you +1 kill and +1 team point. Dying or committing suicide counts as +1 death for the player, but does not impact the team score.

## VICTORY FORMATION

The player who creates the match can set the following win conditions:

- **Score:** 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, or No Limit (team with the most points when time expires wins).
- **Time:** 10, 15, or 20 minutes.
- The default setting is 50 points and 10 minutes. The first team to reach 50 points wins, or whichever team has the most points after 10 minutes.



*Alert teammates to the enemy's whereabouts and try to flush foes toward teammates with the Railgun or RPG.*

## CORE TACTICS

**Red & Blue All Over:** Players receive red and blue shirts (and names in the HUD) based on their team. Members of the opposition are not always red, nor are you always blue. Pay close attention at the start of the match to determine whether to shoot the red or blue players, as this changes from match to match. If you forget, look at the score on the upper part of the screen—your team will be on the left-hand side.

**Stick Together:** The reason you play Team Duke Match is to work as a team, so put your lone wolf instincts to rest for a while. Work with your teammates, perhaps in pairs or as a group, and gang up on isolated enemies. Move through the map as a pack, but keep some distance between team members, or else you'll get wiped out by a single attack.

**Dominate the Power-Ups:** One of the best ways to dominate a game of Team Duke Match is to make sure your team acquires every Whiskey, Statue, Jetpack, and Holoduke as soon as it appears. As powerful as some weapons are in the right hands, consistently gaining temporary invincibility and invisibility goes a long way to achieving victory.

**Camp One, Rush Three:** It won't work on every map, but teams with an expert sniper or player who consistently manages to secure the RPG should consider using three players to draw the enemy's attention and flush them toward a hidden sniper. This also works with Trip Mines and Pipe Bombs.

# HAIL TO THE KING

**Team-based attack and defend game. Teams compete to maintain control of a capture point to achieve victory.**

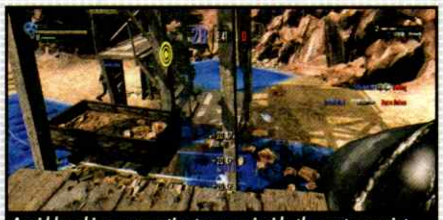
Hail to the King pits two teams against one another to determine which side can maintain possession of a randomly relocating capture point the longest. The capture point appears as a large yellow Duke Nukem logo when neutral. The color changes to that of the controlling team once a player enters the circle. The player must stand in the circle for 2 seconds to earn 1 team point. Teams earn points faster by having multiple players in the circle simultaneously. Killing an enemy also earns 1 team point.

The capture point is considered contested and returns to yellow as soon as a player from the opposing team enters the circle. Even if there are three players from the red team in the circle, it only takes one player from the blue team to enter the capture point to change it back to yellow. Teams only score points when a member(s) of their team is alone inside the circle. Points stop accruing the moment all players leave the circle. The control point randomly moves every three minutes. Most maps have between four and six possible capture point locations.

## VICTORY FORMATION

The player who creates the match can set the following win conditions:

- **Score:** 50, 100, 150, 200, 250, or No Limit (team with the most points when time expires wins).
- **Time:** 10, 15, or 20 minutes.
- The default setting is 100 points and 10 minutes. The first team to reach 100 points wins, or whichever team has the most points after 10 minutes.



*Avoid bunching your entire team up inside the capture point. It's more effective to have one or two outside the circle to defend the point.*

## CORE TACTICS

**Beer Me!** Hail to the King is the only game type that has the Beer power-up. Beer provides Duke with an increase in strength and reduces the amount of damage he suffers from enemy attacks. Sure, the blurred vision is a drawback, but don't go near the capture point without first popping the cap on a tall frosty one.

**Divide & Conquer:** Launch a coordinated attack to capture the point, then quickly spread out. Too many teams make the mistake of huddling together in the circle, making them a prime target for a Pipe Bomb or RPG. Spread out within the capture point (use available cover if possible) and position one or two teammates outside the circle, in a position where they can provide fire on the attacking enemy's flank.

**Something Sticky:** Place Trip Mines on objects and walls just outside the capture point to catch enemies as they rush in to attack the point. Conversely, when attacking a heavily fortified capture point alone, throw a Trip Mine onto an enemy before the opposing team sends you packing. The Trip Mine will go off as soon as one of his teammates intersects the laser, killing multiple enemies.

**Leave Early:** The capture point changes every three minutes, not after a set number of points have been recorded. Start turning your attention to the next possible capture location when there's approximately 10 seconds left on the current point. It's much harder to take a point after a team has sufficiently set up a defense on it. Getting a head start on capturing the next position, particularly in the early or middle stages of a match, is more valuable than trying to milk a few more points out of an expiring capture location.

## CAPTURE THE BABE

**Team-based capture the flag game. Teams compete to kidnap the opposing team's babe and return her to their own base.**

Capture the Babe is a team-based game mode that blends aggressive offensive play with the need to protect your team's babe. The babe (one of the Holsom twins) is assigned a red or blue sweater and stands atop a small platform at each team's base. Teams must balance the desire to capture the other team's babe with the need to protect their own. Points are accrued by picking up the enemy babe and carrying her back to your team's base. Your babe does not need to be present in order to score a point. Teams gain 1 team point each time the opponent's babe is returned to their team's babe platform. Kills and deaths/suicides alter individual stats, but do not factor in the team's score.

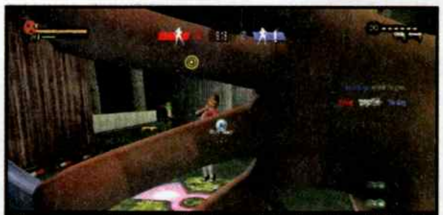
The babe may not weigh much, but she's no paperweight. The babe carrier's mobility is somewhat diminished (runs slightly slower, jump height is reduced) while carrying her and he can no longer crouch or use the Jetpack. He can, however, continue to use Bounce Pads. Fortunately, the Garter Pistol makes up for these deficiencies! The babe carrier automatically switches to the pint-sized pistol known as a Garter Pistol, which is the only weapon available to the babe carrier. It may not look like much, but this pint-sized pistol can kill an enemy with a single shot!

Prevent the other team from scoring by killing the member running off with your team's babe. The babe automatically falls to the ground after the babe carrier is killed. She will automatically warp back to her team's base after 10 seconds, but she's still vulnerable to being stolen during this time. She'll also warp back to the home base if a friendly team member runs up to her and touches her. Of course, an enemy can also approach and carry her away for the point.

### VICTORY FORMATION

The player who creates the match can set the following win conditions:

- **Score:** 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, or No Limit (team with the most captures when time expires wins).
- **Time:** 10, 15, or 20 minutes.
- The default setting is 5 points and 10 minutes. The first team to capture the opponent's babe 5 times wins, or whichever team has the most points after 10 minutes.


*The opponent's babe won't put up a fight, but she will fidget and try to block your vision. Deliver her a spank on the butt to get her hand out of your face.*

### CORE TACTICS

**Shrink to Kill:** It's best to avoid attacking an enemy babe carrier with a Ripper, Pistol, or some other gun that won't deliver an instant kill—you don't want to give him a chance to fire with the Garter Pistol. On the plus side, you can achieve an instant kill with the Shrink Ray! The babe doesn't shrink along with her kidnapper. Instead, she immediately falls on him and delivers fatal damage!

**For Personal Defense Only:** The Garter Pistol is a powerful hand cannon of a pistol, but it takes a while to reload it. Only fire it when needed and line up the shot well. Chances are you won't get a second shot off.

**Escort Service:** Never leave the babe carrier to fend for himself on the return trip. Even when armed with the Garter Pistol, it's just too easy for enemy players to gang up on an isolated player. Coordinate with your teammates so there's always one or two players in the babe carrier's vicinity to intercept opponents attempting to rescue their babe.

**Heed the Cues:** Pay attention to the audio/visual cues made by the announcer so you know when the other team has stolen your team's babe, if she has been returned, and if the other team scored. You'll also learn when your team has recovered your babe or kidnapped the enemy babe, perfect for those times when your teammates have their microphones turned off.

**Offense Wins Championships:** It's only natural to want to stick around and keep that pertly little babe company. Although it's not a bad idea for one player to patrol the area just beyond the home base, you must repress any chivalrous instincts you may have and refuse to camp the home base. Lone wolf defenders are likely to be overrun by the enemy, therefore being of little service to their team. And more importantly, matches are consistently won by the most aggressive team. Charge the enemy base, steal their babe and trust that you'll likely get a chance to down one or two enemies en route. Let them worry about defending the babe from your team; keep up the pressure and show them who's boss!

**Cold Showers:** Even better than blowing an enemy into little chunks of meat is freezing him solid...and walking away. That's right, don't deliver the fatal blow! Resist the urge to execute the enemy (or trample a shrunken foe), as it takes longer for them to return to action while frozen/shrunk than it does to respawn after being killed. Freezing (or shrinking) even one enemy will give your team an advantage. Freeze two in place simultaneously and you'll have a four-on-two fast break to victory. Throw it down, big Nukem!

# WEAPONS & POWER-UPS

The following pages detail the multiplayer-specific uses and statistics for each weapon and power-up in the game. Nearly all of the pieces of equipment discussed on the following pages behave very similarly to their use in the single-player campaign. Please refer to the "Weapons & Abilities" chapter in this guide for more information.

## DUKE'S MP ARSENAL

**BODY SHOTS FTW!**

**There are no target-specific damage multipliers at work in multiplayer mode. Headshots inflict the same amount of damage to the enemy as shots fired at the torso or limbs. Make it easy on yourself and aim for those steroid-infused pectoral muscles!**

**RELOAD OFTEN**

**Not every weapon needs to be reloaded—some carry their full capacity in a single clip—but it's important to press the Reload button after every encounter when using the Pistol, Shotgun, Ripper, and Railgun. There's no excuse for running into combat with a weapon half-loaded. Reload every chance you get!**

### PISTOL

The pistol can be fired as fast as you can pull the trigger and it takes only three hits to kill an enemy. Its 8-round clip capacity is enough to kill two enemies without reloading, provided you hit your mark. The pistol delivers consistent damage across its effective range (point-blank to infinity), although it's lack of a scope makes it difficult to aim at long range. The pistol is a quality short-to-medium range weapon that compliments slower, heavier weaponry well.

| STATS | |
|---|---|
| Damage per Shot | 40.0 |
| Rounds per Clip | 8 |
| Rate of Fire | 400rpm |
| Max Ammo Capacity | 64 |
| Maximum Range | Infinite |
| Splash Damage Radius | N/A |
| Respawn Time | 20 seconds |

### RIPPER

Duke's trusted machine gun is known as the Ripper, a high-velocity weapon of mass dismemberment. Although each individual bullet only inflicts 18 points of damage, it takes just 0.36 seconds and six direct hits to kill a foe thanks to the weapon's ridiculous firing rate. The Ripper isn't the most accurate weapon, but firing in small bursts goes a long way to increasing accuracy and conserving ammo. Better still, even a short burst will likely discharge enough bullets to drain an enemy of its Ego. Fire longer bursts at closer range to ensure you deliver the fatal attack before the enemy does. The Ripper is one of the most effective weapons to use when countering a Jetpacking enemy.

| STATS | |
|---|---|
| Damage per Shot | 40.0 |
| Rounds per Clip | 8 |
| Rate of Fire | 400rpm |
| Max Ammo Capacity | 64 |
| Maximum Range | Infinite |
| Splash Damage Radius | N/A |
| Respawn Time | 20 seconds |

EGO
15
1:43
20
168

## SHOTGUN

The Shotgun is a devastating weapon at close range. Each shell disperses 10 pellets and each one is capable of causing 40 points of damage. The pellets release in a tight area at close range, but they spread out as they travel away from the muzzle. The damage of each pellet also diminishes with distance as it approaches the maximum range of 50 feet. The odds of a one-shot kill is virtually 100% at close range (possible max damage of 400), but those odds diminish as the target gets further away. The spread of the pellets and decreasing damage per pellet may require two shots to deliver fatal damage beyond 25 feet.

EGO
2
5:11
1
28

| STATS | |
|---|---|
| Damage per Shot | 40.0 per pellet,<br>10 pellets per shot |
| Rounds per Clip | 7 |
| Rate of Fire | 60rpm |
| Max Ammo Capacity | 28 |
| Maximum Range | 50ft |
| Splash Damage Radius | N/A |
| Respawn Time | 20 seconds |

## RAILGUN

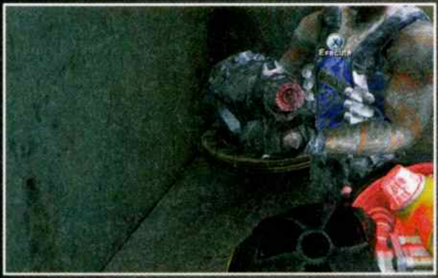
The Railgun is Duke's dedicated sniper rifle, capable of firing an energy spike that can travel through multiple enemies without damage reduction. The Railgun is a one-shot kill weapon with excellent zoom capabilities thanks to its powerful optical scope. Note that peripheral vision is considerably limited while utilizing the scope, leaving the user vulnerable to flanking attacks. It's possible to shoot with the Railgun without using the scope, although getting an accurate shot is more difficult. The Railgun's relatively slow firing rate and small clip capacity renders it a risky weapon to use in a mobile, close-quarters engagement.

| STATS | |
|---|---|
| Damage per Shot | 135.0 |
| Rounds per Clip | 3 |
| Rate of Fire | 40rpm |
| Max Ammo Capacity | 12 |
| Maximum Range | Infinite |
| Splash Damage Radius | N/A |
| Respawn Time | 20 seconds |

# FREEZE RAY

The Freeze Ray is that rare weapon that allows the user to actually see where the projectiles are heading. The Freeze Ray fires a steady stream of ice that delivers 320 damage per second, assuming a constant direct hit. Rather than kill the enemy, the Freeze Ray immobilizes the enemy within a block of ice, leaving the enemy defenseless for roughly 8 seconds. Attacking players can deliver a fatal blow with another weapon by striking the frozen foe with a melee attack, or by delivering an execution attack (approach closely and follow on-screen button prompt to perform the execution).

Executions are glorifying to perform, but time consuming. It's safer to just melee the enemy for the kill. Better yet, leave him frozen and continue fighting—it's more advantageous in objective-based modes to leave enemies frozen in place than to kill them and allow a speedy respawn.



| STATS | |
|---|---|
| Damage per Shot | 5.3 stream,<br>320 damage per second |
| Rounds per Clip | 200 (regenerates) |
| Rate of Fire | Continuous |
| Max Ammo Capacity | 200 (regenerates) |
| Maximum Range | 56 feet |
| Splash Damage Radius | N/A |
| Respawn Time | 20 seconds |

# SHRINK RAY

The Shrink Ray fires a relatively slow, green projectile that instantly shrinks its target in size making them susceptible to a foot stomp. Better still, you can leave them in miniature form to delay their return to action for approximately 10 seconds.

The Shrink Ray is the ultimate weapon in Capture the Babe. A shrunken player cannot pick up the babe, plus shrinking the babe carrier causes the babe to fall and instantly crush the player! Shrinking an enemy also lessens their weapons and only the Freeze Ray maintains its effectiveness while in this state. When a shrunken player plants Trip Mines, they will remain tiny even after the player returns to full size. As is the case with the Freeze Ray, oftentimes it's far more advantageous to leave enemies in a shrunken state rather than kill them. This is particularly true in objective-based modes.

| STATS | |
|---|---|
| Damage per Shot | N/A |
| Rounds per Clip | 10 |
| Rate of Fire | 80rpm |
| Max Ammo Capacity | 10 |
| Maximum Range | Infinite |
| Splash Damage Radius | N/A |
| Respawn Time | 20 seconds |

# AT LASER

The AT Laser fires a three-round burst of lasers with pinpoint accuracy. The weapon can be fired 20 times before running out of battery power (no reloading is required). The AT Laser can kill an enemy with a single burst, provided at least two of the three lasers hit their mark. All three lasers fire in the direction where the reticle is placed when the trigger is pressed, but this limits the AT Laser's effectiveness against enemies moving perpendicular to the player. The AT Laser excels in duels at medium range, or when targeting a distant, yet stationary, foe.

| STATS | |
|---|---|
| Damage per Shot | 50 |
| Rounds per Clip | 60 |
| Rate of Fire | 180rpm for 3 round burst |
| Max Ammo Capacity | 60 |
| Maximum Range | Infinite |
| Splash Damage Radius | N/A |
| Respawn Time | 20 seconds |

# RPG

The RPG is one of the most imposing weapons in Duke's arsenal because of its tremendous blast radius and potential to deliver deadly damage to multiple enemies with a single rocket. Although its ammo capacity is limited to five rockets, the RPG is consistently the most pursued weapon when matches begin.

Part of the RPG's allure is its homing ability. Aim the RPG at an enemy, then watch the reticle achieve lock-on status and turn red. The rocket will track the player mid-flight, even as the player runs, or flies, away. The RPG's homing capability can handle open terrain with ease, but players can evade the rocket by running around sharp corners or by taking cover behind a pillar. Lastly, always consider your distance to the target before firing the RPG, as suicide-by-RPG is a common occurrence.

| STATS | |
|---|---|
| Damage per Shot | 135.0 per homing rocket |
| Rounds per Clip | 5 |
| Rate of Fire | 60rpm |
| Max Ammo Capacity | 5 |
| Maximum Range | Infinite |
| Splash Damage Radius | 12.5 feet |
| Respawn Time | 20 seconds |

4
7:55
5
CHALLENGE COMPLETE
Get Off My Coattails II

## ROCKET JUMP!

**One of the staples of old-school *Duke Nukem* is the ability to use the RPG to perform a rocket jump. This technique allows you to use the propulsion of the rocket to send Duke flying high into the air. Perform a rocket jump by angling the RPG toward the ground at no more than a 25-degree angle, then leap into the air and fire the weapon. The closer you are to the epicenter of the explosion, the higher Duke will go. Duke will incur about 20% less damage when a rocket jump is executed at the correct angle, otherwise he will feel the entire wrath.**

**Use this powerful technique to avoid enemy attacks, take shortcuts to higher ledges and balconies (such as the Whiskey power-up on Morningwood) and to just look like a bad-ass. But remember, the RPG only has 5 rockets. Use them wisely!**

# DEVASTATOR

Pound for pound, the Devastator is the most lethal weapon in the game due to its high rate of fire and sizable blast radius. This weapon is essentially a fully-automatic, double-barrel rocket launcher. Hold the trigger to fire alternating rockets from the left and right chambers at the rate of four-per-second. Although the damage caused by an individual rocket is a fraction of that of the RPG, there's no need to fire one rocket alone. Aim at a target's feet to ensure the rockets don't sail past their mark to score the kill.

The Devastator's sizable clip of 69 rockets should provide enough firepower for the 20 seconds it takes for the weapon to respawn. This formidable weapon is extremely effective when fighting in confined spaces, provided you are outside the splash damage radius. The Devastator is also very efficient against a Jetpacking enemy.

**STATS**

| | |
|---|---|
| Damage per Shot | 25 |
| Rounds per Clip | 69 (of course) |
| Rate of Fire | 240rpm |
| Max Ammo Capacity | 69 |
| Maximum Range | Infinite |
| Splash Damage Radius | 9.4 feet |
| Respawn Time | 20 seconds |

# ENFORCER

The Enforcer can be considered a rocket-based upgrade to the AT Laser. It fires in a three-round burst (one burst per second) and has an unlimited effective range. That's where the similarities end, though. The Enforcer fires three heat-seeking rockets that, unlike the RPG, don't require a target-lock on its mark. They instantly home in on any nearby heat source. The Enforcer's rockets inflict 30% more damage than the Devastator and explode on contact, delivering that damage across a radius of 8 feet.

The Enforcer is commonly found in miniature form on multiplayer maps, necessitating a brief exploratory stint in a shrunken state. Even though the weapon's splash damage is less effective in wide-open spaces, the heat-seeking properties of the rocket give it a better chance of hitting their mark. Players can evade the Enforcer's heat-seeking projectiles by quickly turning sharp corners or by taking cover on the far side of a pillar.

**STATS**

| | |
|---|---|
| Damage per Shot | 40 per heat-seeking projectile. |
| Rounds per Clip | 15 |
| Rate of Fire | 180rpm |
| Max Ammo Capacity | 15 |
| Maximum Range | Infinite |
| Splash Damage Radius | 8.0 feet |
| Respawn Time | 20 seconds |

# EXPLOSIVES

## TRIP MINE

Trip Mines allow the player to set explosive traps for their enemies throughout the map. Trip Mines stick to any surface, including teammates, enemies, and the babe. Once affixed to a surface, the Trip Mine beeps shortly and then arms itself as a laser extends outwards from the device. The Trip Mine remains active until someone breaks the laser, thereby causing the explosives to detonate. Up to four Trip Mines can be placed by each individual player simultaneously. All deployed Trip Mines disappear from the map once the player who placed them is killed. Trip Mines have a wide blast radius and pack enough punch to instantly kill any player caught within it.

TOWARDS ENEMY

The key to using Trip Mines is to place them low on walls so that opponents can't see the lasers. Avoid triggering an enemy's Trip Mine by leaping over the laser, or by standing back and shooting the Trip Mine to detonate it. Pipe Bombs are also effective at destroying Trip Mines. Try placing Trip Mines on the floor near weapon/power-up locations, near the babe platform, or on enemies! Trip Mines thrown at Bounce Pads will automatically land and arm themselves at the Bounce Pad destination.

| STATS | |
|---|---|
| Damage per Shot | 125 |
| Rounds per Clip | N/A |
| Rate of Fire | N/A |
| Max Ammo Capacity | 4 |
| Maximum Range | N/A |
| Splash Damage Radius | 6.25 feet |
| Respawn Time | 20 seconds |

| STATS | |
|---|---|
| Damage per Shot | 125 |
| Rounds per Clip | N/A |
| Rate of Fire | N/A |
| Max Ammo Capacity | 4 |
| Maximum Range | N/A |
| Splash Damage Radius | 16.25 feet |
| Respawn Time | 20 seconds |

## PIPE BOMB

Pipe Bombs are remote-detonated explosives that pack as much punch as a Trip Mine, but these devices boast an expanded blast radius. Players can carry and/or deploy up to four Pipe Bombs at once. Once a Pipe Bomb has been thrown, the player automatically swaps his weapon for a remote control detonator. This allows the player to spring explosive traps for enemies by scattering multiple Pipe Bombs around a high-traffic area (think capture locations in Hail to the King matches), then detonate them simultaneously with a press of the Fire button. Pipe Bombs persist on the map until detonated or until the player who threw them is killed.

Pipe Bombs come in handy when fighting a group of enemies or when you're simply outmatched by an opponent. Quickly toss the Pipe Bomb, back away, and then press the Fire button. Pipe Bombs can be thrown a considerable distance by leaping into the air while throwing. Pipe Bombs generally follow the arc set by the reticle, making it possible to lob them into the air at Jetpacking enemies. Try throwing a Pipe Bomb at a Bounce Pad to make it bounce a considerable distance and height.

EGO
51
2:51
95

**ENVIRONMENTAL EXPLOSIVES**

**Trip Mines and Pipe Bombs aren't the only explosives in *Duke Nukem Forever*. Be on the lookout for red barrels, as these flammable containers are highly explosive and can be used to kill unsuspecting enemies. The locations of each explosive barrel are indicated on the accompanying multiplayer maps. Try targeting them when an enemy is nearby, especially the barrels near weapon spawn locations.**

# POWER UPS & EQUIPMENT

Multiplayer games also feature multiple power-ups and pieces of equipment that can be used to great effect. While the Jetpack, Beer, and Holoduke are stored in Duke's inventory to be used on command, the golden Statue and Whiskey pick-ups take effect immediately.

## JETPACK

- **Respawn Time:** 30 seconds.

The Jetpack is exclusive to multiplayer mode and grants the player the ability to fly above the map and inflict mayhem on those below. Put the Jetpack to use by leaping into the air, then double tap the Jump button to engage the thrusters and take flight. Release the Jump button to descend, but be careful as Duke can easily suffer damage from a long fall if you cut the engines too soon. You can soften the landing by re-engaging the engines to slow his descent.

The Jetpack comes with a sizable tank of fuel, enough to last for nearly 30 seconds of continued use. It's possible to extend your time in the air by feathering the thrusters and setting down atop elevated rocks and ledges. Not only does this help conserve fuel, but it's a great way to gain an element of stealth. The Jetpack is very loud and highly susceptible to weapon fire, so it pays to be as discreet as possible when using it.

## HOLODUKE

- Respawn Time: 10 seconds after hologram disappears.

The Holoduke is another sought-after piece of equipment. When put to use, it creates a holographic version of the player's character who runs around the map, shoots at enemies, and even taunts them. The hologram is somewhat robotic in its movements, but it will fool players more often than not.

The real advantage to using the Holoduke is that it provides the player roughly 15 seconds of near-invisibility. A player using the Holoduke will have a slight shimmering effect, but it is difficult to spot at distance. Combine the Holoduke's cloaking ability with the holographic Duke to fool enemies. Watch as they rush the hologram, granting you clean shots at their flank. The Holoduke is particularly useful when trying to steal an opponent's babe in Capture the Babe matches, or when camping a particular sniping position.

## STEROIDS

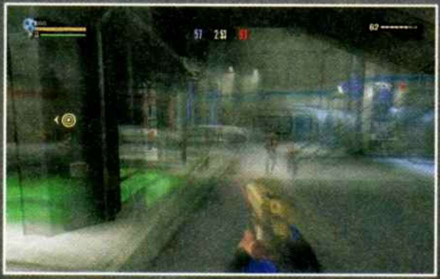
- **Effect Duration:** 21 seconds.
- **Respawn Time:** 30 seconds.

Not satisfied with the weapons you currently have? Feel like turning someone's face to hamburger? Want your fists to crackle and spark with lightning? If so, then Steroids are the answer! This "medicine" greatly increases Duke's speed and drastically intensifies his punching power. Taking Steroids instantly incurs a 25% damage penalty, but players on Steroids can oftentimes overwhelm other players. This is particularly true against players with precision weapons such as the Railgun, Freeze Ray, or Pistol—Steroids have the added effect of making the player immune to Shrink Ray attacks. Gulp down a jar of Steroids and then head for a nearby enemy. Hold the Fire button to make Duke throw alternating left and right jabs. Duke can kill an enemy with a single punch while on Steroids.

## BEER

- **Effect Duration:** 21 seconds
- **Respawn Time:** 30 seconds

Beer is only available during Hail to the King matches. Players can pick a can and use it to gain a slight increase in Duke's strength. More importantly, the Beer lessens the amount of damage the player incurs during combat. Unfortunately, drinking the Beer causes the player's field of vision to blur, making it tougher to run in a straight line. Aiming also gets more difficult.



One of the best times to drink a Beer is when you're trying to defend a capture location, as the increased damage resistance will help stave off enemy attacks. Additionally, your team will continue to score points by maintaining sole possession of the capture point. Players under the effects of a Beer appear on-screen with bubbles rising from their head. Burp.

Score
ALL THE TIME
40oz

## WHISKEY

- **Effect Duration:** 15 seconds
- **Respawn Time:** 120 seconds

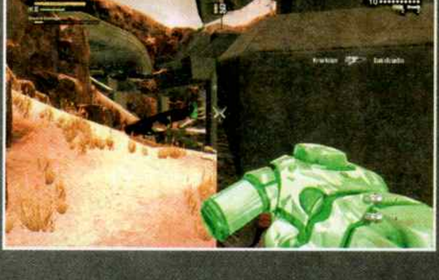
The golden bottle of Whiskey (which is available on most maps) will quite possibly be the single most sought-after power-up in the game, as it offers 15 seconds of uninterrupted invincibility! The effects begin the moment the player touches the Whiskey pick-up. The player glows an orange color, indicating that he is invincible to everything except damage from a fall. It's entirely possible to fall to your death while under the influence of the Whiskey, so be careful. Finding ways to pair the Whiskey power-up with a weapon like the Devastator or Ripper goes a long way to padding that kill/death ratio.

NUKEM'S
69
BOTTOMS UP

## STATUE

- **Effect Duration:** 15 seconds
- **Respawn Time:** 30 seconds

The golden Statue power-up grants the player double damage for the currently equipped weapon. The effects of the Statue are immediate, so make sure to have a loaded weapon and a target or two in mind before touching the Statue. Players enjoying the benefits of double damage will have a green glow on their weapon, indicating that the effect is active.



Many of the weapons in multiplayer mode are capable of one-hit kills, but the double damage effect successfully extends the blast radius, making weapons like the RPG and Enforcer even deadlier. The effect also makes it easier to achieve a Shotgun kill against an enemy at range, as each pellet has double damage. The Statue makes it much easier to kill enemies with the Pistol, Ripper, and AT Laser as well. The only weapon that doesn't enjoy a noticeable benefit from the effect is the Railgun, which is not only a one-hit kill, but causes no splash damage.

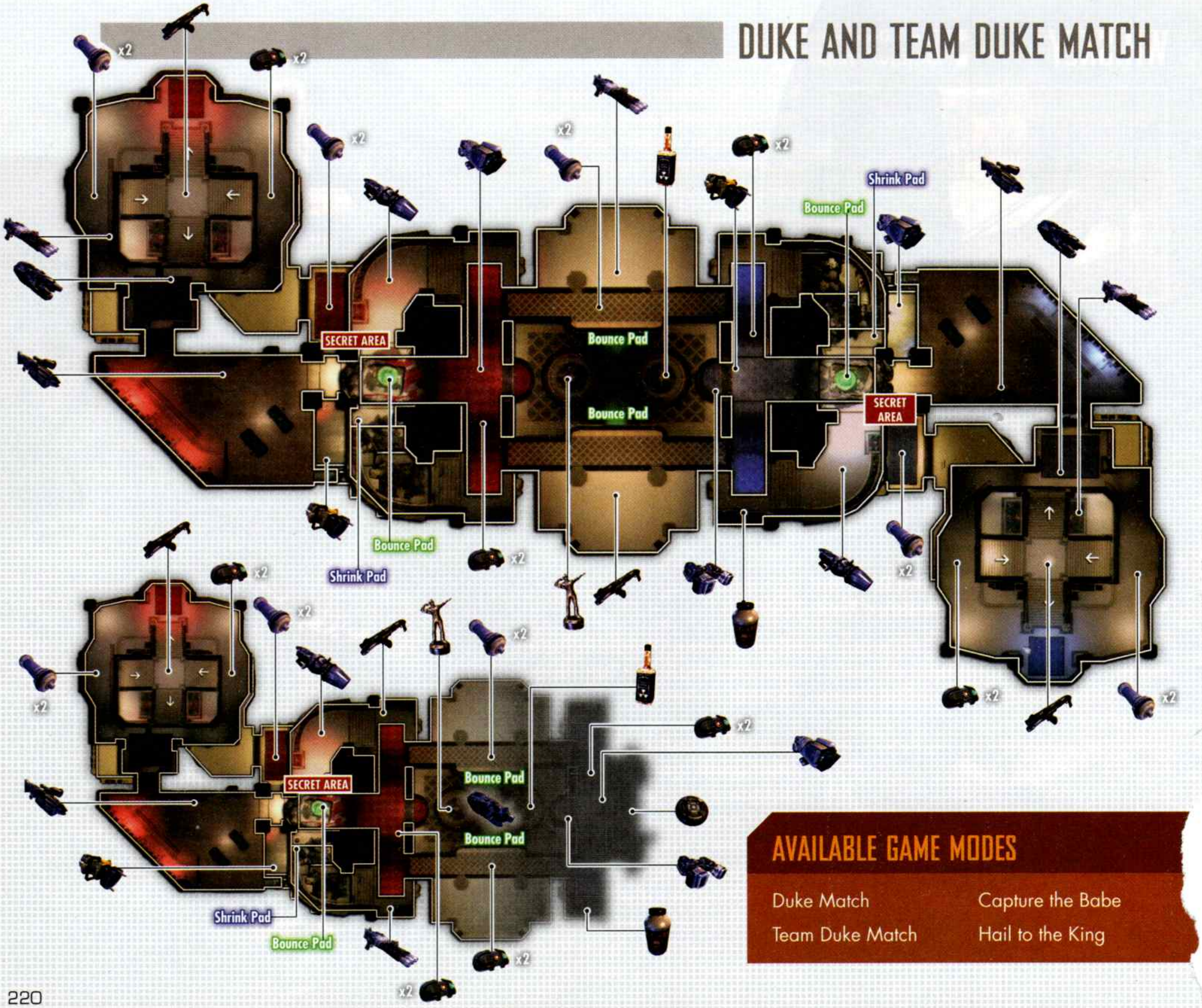
# CASINO

### TEMPT YOUR FATE AT THE LADY KILLER CASINO.

Lady Luck better be smiling down on Duke tonight, as the action at the casino is about to really heat up. The Lady Killer Casino contains three floors of atriums, maintenance corridors, and casino rooms, making it one of the largest and most complex of the 10 maps. It's so large in fact that it's the only map that has a sizable portion cordoned off during standard Duke Match battles—the blue team's side of the map is off-limits in non-team matches.

Pipe Bombs and Trip Mines play a big role in combat at the Casino, particularly along the balconies encircling the central atrium and in the maintenance corridor. The numerous ventilation grates provide shortcuts from one level to the next, both for shrunken Dukes and full-grown Nukems! Many of these lead to ceiling-mounted grates that can be shot, creating an escape route for a shrunken Duke. Although the weapons are spread far and wide across the map, the primary power-ups are located in the atrium, along the balcony and atop the two bronze statues in the middle. Lastly, there are two secret areas on this symmetrical map, but they are both empty save for Capture the Babe matches when they contain an Enforcer.

## DUKE AND TEAM DUKE MATCH


x2
x2
x2
x2
x2
Shrink Pad
Bounce Pad
Bounce Pad
Bounce Pad
SECRET AREA
SECRET AREA
Bounce Pad
Shrink Pad
x2
x2
x2
x2
x2
x2
x2
x2
SECRET AREA
Bounce Pad
Bounce Pad
Shrink Pad
Bounce Pad
x2
x2
x2

### AVAILABLE GAME MODES

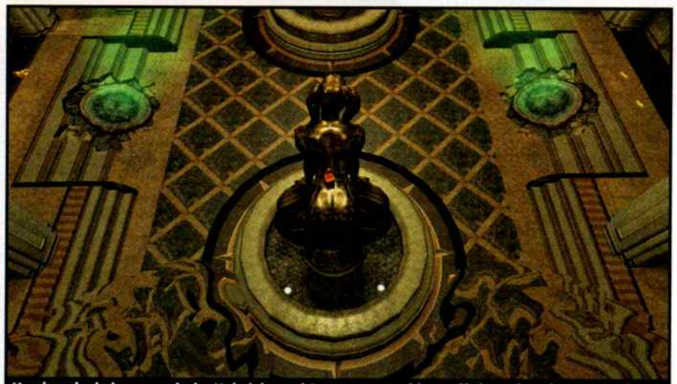
| | |
|---|---|
| Duke Match | Capture the Babe |
| Team Duke Match | Hail to the King |

# GENERAL TACTICS

## BOUNCE A QUARTER OFF IT

The Statue and Whiskey power-ups (or two Statues during CTB matches) sit atop the bronzed backsides of the babe statues in the central atrium. The gold tint of the power-ups blends in rather well against the bronze statues, thus making them easy to miss. And even when you know they're there, they can still be difficult—and downright dangerous—to obtain.

For starters, don't run to the statue in hopes of leaping and grabbing the power-up. Not only is it too high to reach, but you'll be a sitting duck for other players. Instead, use one of the Bounce Pads to quickly gain access to the balcony, then turn to the left or right and locate the gap in the glass railing near the power-up you crave. Run and leap through this opening onto the bronzed beauty to claim the power-up. Always look for Trip Mines before you leap, though!



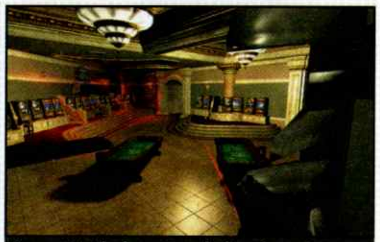
*Head to the balcony, grab the Holoduke and Devastator and leap off the railing down onto the Whiskey power-up.*

**ROCKET JUMP**

**If there's one place in the casino where it's okay to perform a rocket jump, it's in the atrium. Try to perform one to get a power-up atop a statue, but remember that it's not the best idea. The RPG comes with very limited ammo, so why waste it when you can just use a Bounce Pad to get there?**

## EYES IN THE SKY

Players who enjoy launching surprise attacks, or who are handy with the Railgun, are in for a treat near the craps tables. Lay claim to the Railgun and circle back around to the main floor of the atrium. Descend the stairs in the corner to the maintenance corridor and shoot the grate on the wall, then crouch down and enter the vent. Duke will fall and hit a hidden Bounce Pad inside the ductwork, which will catapult him upwards to the vent on the wall in the corner of the gaming room. Shoot or melee out the grate and wait inside the ductwork for an enemy to enter the room. Keep the Railgun's laser sights fixed on the Railgun pick-up near the slot machines to get an easy kill. Be sure to place a Trip Mine inside this section of ductwork before fleeing, as it's an unavoidable booby trap for those who may enter later.



*Hang out inside the vent overlooking the gaming room and Railgun to get the drop on an enemy. Even Pipe Bombs work well if you don't have a power weapon.*

# WEAPONS & POWER-UPS

The casino's low ceilings forsake the Jetpack for obvious reasons, but every other weapon and power-up is in play with the exception of the Enforcer during standard Duke Match games. Each of the team-based modes feature a wealth of weaponry (including pairs of RPGs, Railguns, and Enforcers), but Capture the Babe is the only mode that also features two Devastators!

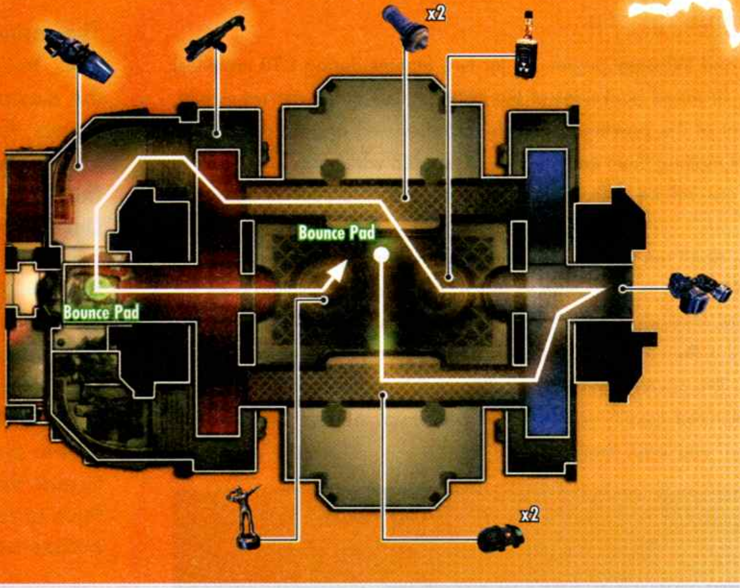
Everything is equal for both teams on this symmetrical map, but that's not the case during individual games of Duke Match. Players who spawn on the ground floor of the atrium should immediately head for the RPG in the red curving hallway, while those who spawn upstairs should head to the blue side to pick up the Devastator and Holoduke. It can be easy to miss the Statue and Whiskey on this map; use the Bounce Pads to reach the balcony, then run and leap onto the large bronze statues to get the power-ups.

**WEAPONS/POWER-UPS MATRIX**

| NAME | DM | TDM | CTB | HTTK |
|---|---|---|---|---|
| Shotgun | 2 | 3 | 3 | 3 |
| Ripper | 2 | 3 | 3 | 3 |
| Railgun | 1 | 2 | 2 | 2 |
| AT Laser | 1 | 1 | 2 | 2 |
| Freeze Ray | 1 | 1 | 2 | 2 |
| Shrink Ray | 1 | 1 | 2 | 2 |
| Enforcer | - | 2 | 2 | 2 |
| Devastator | 1 | 1 | 2 | 1 |
| RPG | 1 | 2 | 2 | 2 |
| Pipe Bomb | 6 | 8 | 12 | 10 |
| Trip Mine | 6 | 8 | 8 | 10 |
| Steroids | 1 | 1 | 1 | 1 |
| Holoduke | 1 | 1 | 1 | 1 |
| Jetpack | - | - | - | - |
| Beer | - | - | - | 27 |
| Statue | 1 | 1 | 2 | 1 |
| Whiskey | 1 | 1 | 1 | 1 |

## HOT ROUTE

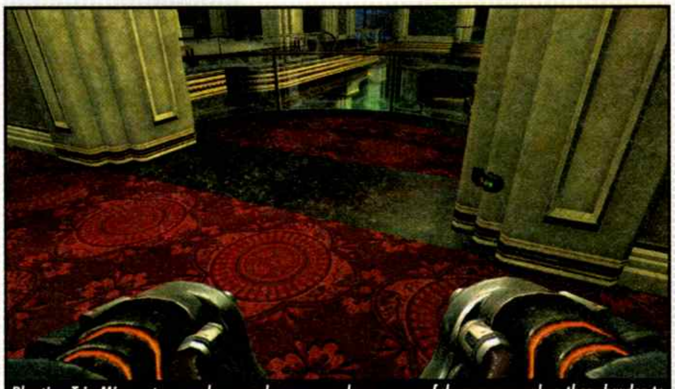
This route is best used during standard Duke Match battles, but it can be adapted to each of the other modes, although the weapons and power-ups will differ. This works best when spawning near the atrium, but this route can be initiated later during matches. Use the northern Bounce Pad in the atrium to reach the south-side balcony. Grab the Trip Mines and sprint for the Holoduke, tossing Trip Mines along the way. Pick up the Holoduke and immediately deploy it. Grab the Devastator and leap over the railing for the Whiskey power-up. Now angle across the atrium to the right to where the Shotgun and RPG are located in the far corner. (Sometimes it's better to carry a Shotgun on this map and swap the Devastator and RPG back and forth when you run out of ammo.) Use the Bounce Pad in the hall to return to the red balcony, then leap over the rail for the Statue power-up and repeat.



### HAVE A NICE TRIP

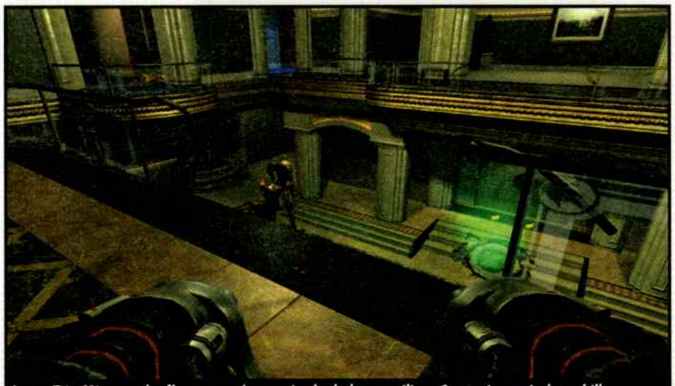
Casino is a hard map to top when it comes to accruing Trip Mine kills. There are just too many columns, blind corners, and narrow hallways to resist the temptation of the Trip Mine. Go ahead and make use of them, everyone else will!

The main atrium sees most of the action with players coming and going in both directions, so Trip Mine the hell out of it! There's almost no bad place to plant a Trip Mine in this area, but some spots are better than others. For starters, try to place them on the corners of the columns, as players expect to encounter them perpendicular to hallways and travel paths, not on an angle shooting across a turn. Also, drop them atop the statues in the center and on the floor with the balcony power-ups (when applicable). Place a Trip Mine between the slot machines in the gaming room so the laser is tripped when a player goes for the Railgun.



*Planting Trip Mines at an angle around corners and near powerful weapons makes them harder to detect and more likely to catch an enemy by surprise.*

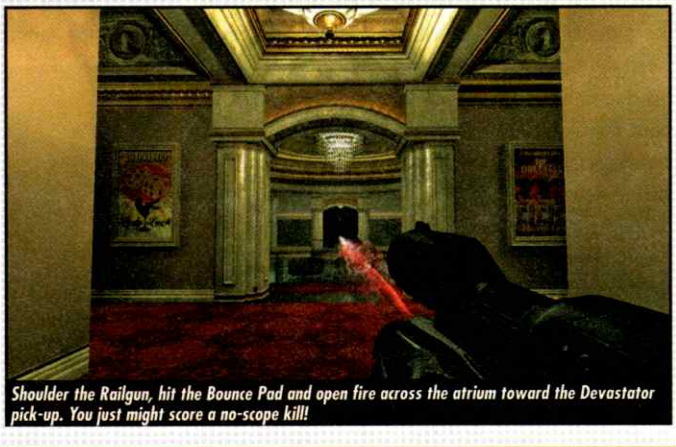
Lastly, try to attach Trip Mines low on the columns on the side of the atrium and across the gaps in the railing where players bounce up from the lower floor. Consider placing them on the posters in the hallways where the Pipe Bomb and Trip Mine pick-ups are located, as the black casing of the Trip Mine can be more readily camouflaged against the poster art.



*Lay a Trip Mine on the floor near the gap in the balcony railing. Center it up nicely to kill any enemy who hits the Bounce Pad on the floor below.*

### SIGHTLINE SNIPER

Despite the complexity of the map, there are a couple of areas that afford lengthy sightlines for sniping. Put your sharpshooting ability to the test by grabbing the Railgun and running for the Bounce Pad in the hallway leading away from the gaming room. This will bounce Duke up to the balcony area looking across the atrium lengthwise, where players are either rushing for the Devastator, Shrink Ray, or some other pick-up (depending on the game type and which side you're on). Don't wait to land before lining up your shot. The element of surprise is the key, so take advantage and open fire while in mid-air.



*Shoulder the Railgun, hit the Bounce Pad and open fire across the atrium toward the Devastator pick-up. You just might score a no-scope kill!*

## SECRET AREA: ENFORCER

The secret area is accessible in all modes for Challenge-seekers, but the Enforcer weapon only appears during Capture the Babe matches. There are actually two Secret Areas (refer to the map), but only the one on the red half of the map is accessible during a standard Duke Match.

Locate the Shrink Pad on the second floor in the maintenance corridor and shrink Duke down in size. Ignore the ventilation shaft right next to the Shrink Pad and run to the right instead. Cross the hallway past the Bounce Pad and enter the vent on the other side of the hall to find the secret area. Use the Pistol to shoot out the lower vent and drop to the floor below, or simply back out of the vent, and take cover near the planter until Duke returns to normal size.

### ENFORCE THIS!

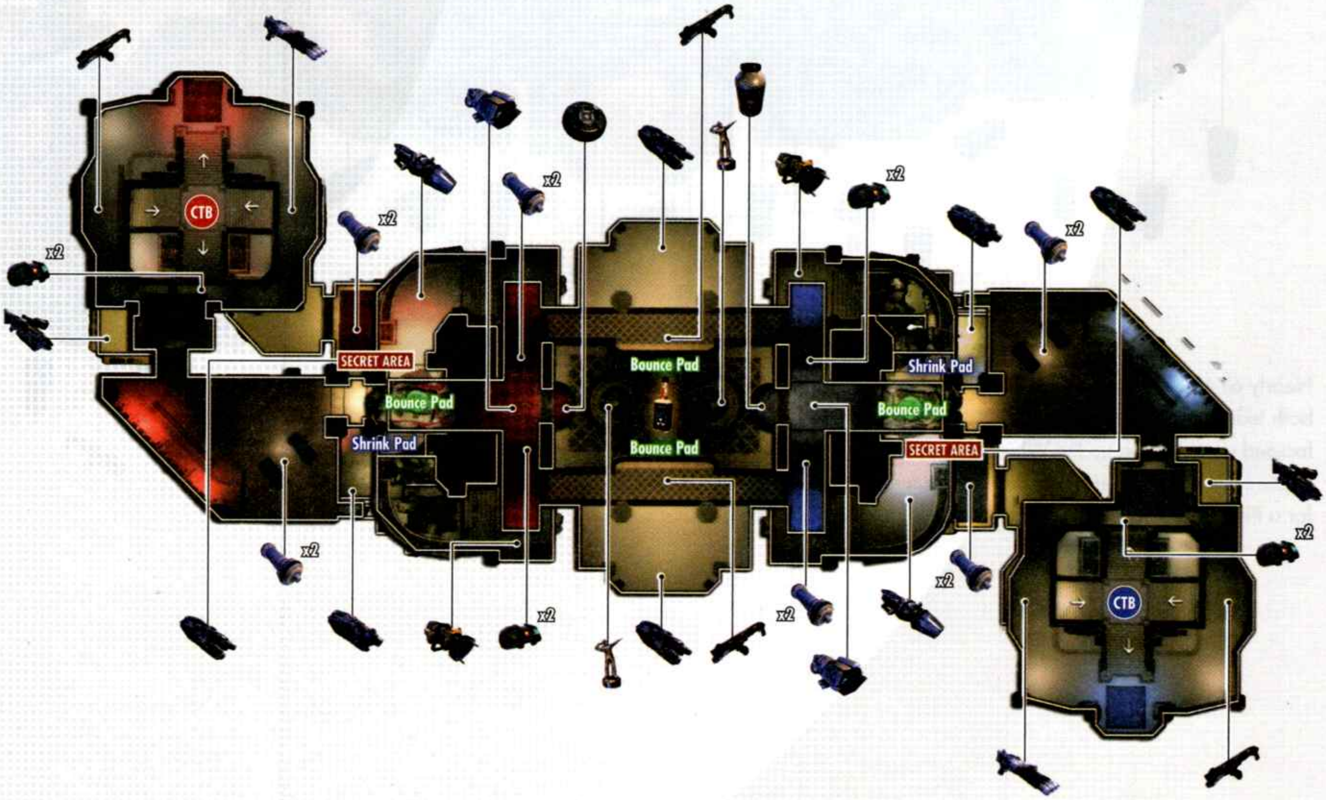
**The Railgun is a tremendously powerful weapon, but not everyone will be a no-scoping crack-shot with it. Fortunately, there's the Enforcer. Consult the maps to find the Enforcer for the mode you're playing and use it wherever you may otherwise want to snipe. The Enforcer's rockets aren't the fastest, but their homing ability makes up for that deficit. Pick out enemies across the atrium or near the gaming halls and fire the Enforcer, then watch them try to run for safety.**

### RUN & HIDE!

**There are multiple mini-routes available for shrunken Dukes on this map. Two of them are detailed in the following sidebar, but there are several others as well. For starters, there is a lesser section of ductwork that a shrunken Duke can enter near each Shrink Pad. Once inside, shoot through the grate underfoot to get dropped into the hall leading into the gaming room. There's also another pair of tiny openings that a shrunken Duke can enter on the far side of the gaming rooms, near the four-way stairs in each team's base. There are no Shrink Pads nearby, but these openings provide a valuable escape route if you get hit with a Shrink Ray. Shoot the grate in the bottom of the passageway to drop to the floor below.**

## CAPTURE THE BABE

Trip Mines are incredibly valuable weapons during Capture the Babe matches. Grab the two Trip Mines near your team's base and immediately place them on the posts flanking the babe, near the stairs leading downward. Enemy players will commonly approach your babe from the higher level, near the casino, then attempt to flee with her via the lower-level passages. Placing the Trip Mines across the tops of the stairs leading down is a great way to catch your opponents off-guard.

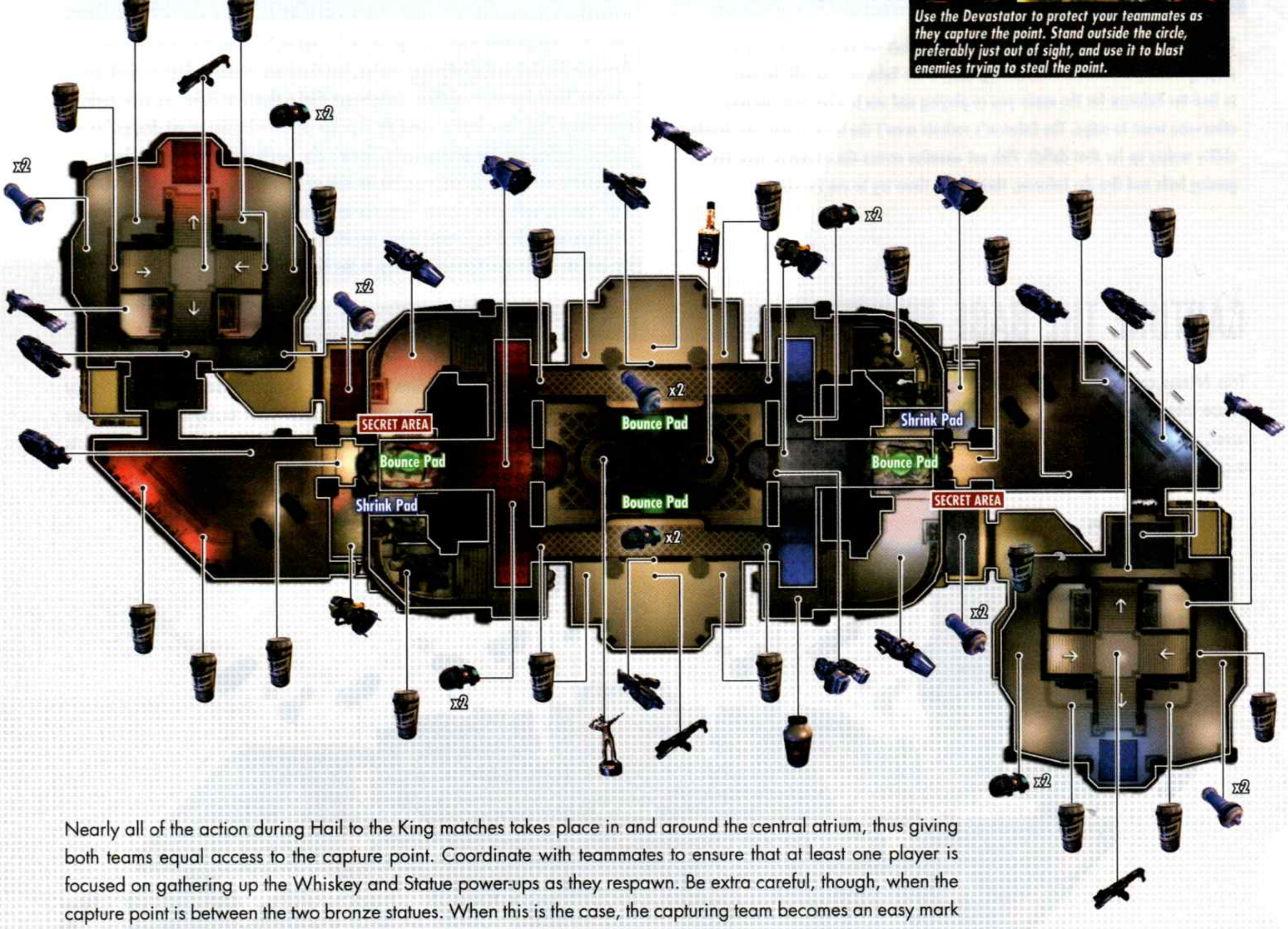


Advancing on the enemy's babe is an important part of CTB matches, but it's also vital that some players defend the base. The large number of weapons on this map makes it possible in a number of ways, but some weapons are more powerful than others. Discuss with your teammates who will get the Enforcer from the mini-route and who, if any, will go for the Shrink Ray. Additionally, note that the Whiskey is no longer atop a bronze statue; instead, it's on the floor in between the statues. Although it's dangerous to run along the bottom of the atrium with the enemy's babe, the Whiskey power-up is invaluable to a babe carrier if you can get it.

## HAIL TO THE KING

***Use the Devastator to protect your teammates as they capture the point. Stand outside the circle, preferably just out of sight, and use it to blast enemies trying to steal the point.***

Casino is sure to become a favorite map for Hail to the King fans, as the plethora of Beer and Shotguns makes for an exciting match. Both teams have immediate access to an abundance of weapons, but the blue team has a quick route to the Devastator, whereas the red team is closer to a Holoduke. Whichever member of the red team gets the Holoduke should immediately deploy it and hunt down the enemy with the Devastator before the red teammates try to capture the point.



Nearly all of the action during Hail to the King matches takes place in and around the central atrium, thus giving both teams equal access to the capture point. Coordinate with teammates to ensure that at least one player is focused on gathering up the Whiskey and Statue power-ups as they respawn. Be extra careful, though, when the capture point is between the two bronze statues. When this is the case, the capturing team becomes an easy mark for a Pipe Bomb, Devastator, or RPG attack from the upper balcony.

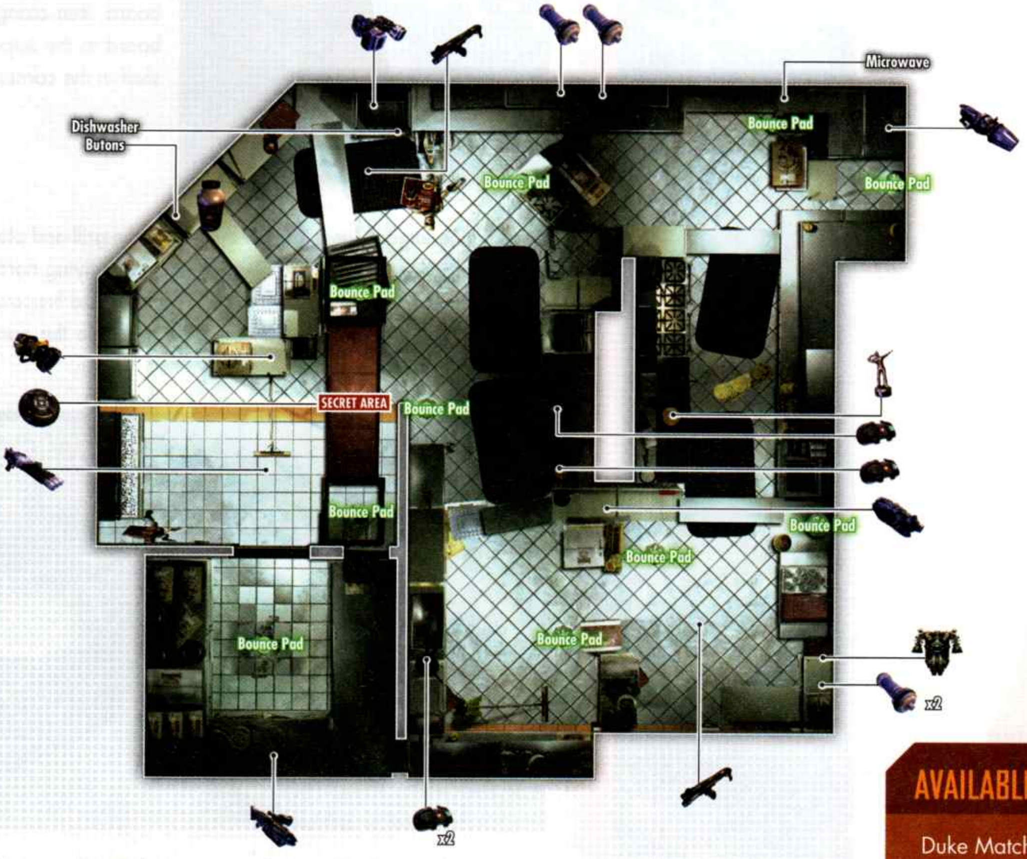
# DUKE BURGER

A BURGER RESTAURANT FEATURING MINI-DUKES.

Welcome to the kitchen of Duke Burger, a Duke-themed fast-food restaurant serving up a pile of rocket-fueled explosiveness. Some restaurants may think bigger means better, but it's the little things that matter most here at Duke Burger! And that's not just a marketing spiel dreamed up by some suits in a boardroom, it's the literal truth at Duke Burger.

All players participating in the action at Duke Burger do so as mini-Dukes, permanently shrunken in size. Don't confuse one of the action figures for an enemy—the rocket you waste may be your last! There are no Shrink Rays or Shrink Pads at Duke Burger, nor can you play Capture the Babe on this map, but the shrunken size of the competitors opens up a world of new possibilities. For starters, everyday kitchen appliances become a lot more interesting when you risk being trapped inside them. And the grill and deep fryers are positively lethal to players who fail to hop across the safety of the burger buns. A large number of Bounce Pads, a Jetpack, and towering shelves and cabinets all provide ample opportunity to get an elevated view of the battlefield—and with no risk of suffering fall damage thanks to Duke's shrunken stature.

## DUKE AND TEAM DUKE MATCH



### AVAILABLE GAME MODES

- Duke Match
- Team Duke Match
- Hail to the King

## GENERAL TACTICS

### KITCHEN NIGHTMARE

The dishwasher and microwave ovens can be used to trap enemies as they go for the power weapons inside. Shoot the spatula on the wall next to the open microwave door to fling the door shut when an enemy is inside. Similarly, target the large green buttons on the front of the dishwasher and near the shelves to the left to drop the doors and activate the dishwasher. You need to be quick, as it doesn't take long to grab a weapon and escape the trap, but snaring a foe inside an appliance is one of the most satisfying kills you can get. The AT Laser, Ripper, Pistol, and Railgun all offer pinpoint accuracy for shooting the button or spatula.

# WEAPONS & POWER-UPS

There may not be as many weapons at Duke Burger as compared to other maps, but only the Shrink Ray and Enforcer are missing in action. Although they may be all accounted for, the RPG and Devastator are located inside the restaurant's booby-trapped microwave and dishwasher, respectively. Enter at your own risk, and be fast about it!

The weapon and power-up locations are identical for all three modes with one exception: the Ripper is positioned a few paces toward the center of the map during Hail to the King matches. There is no Whiskey on this map either.

### WEAPONS/POWER-UPS MATRIX

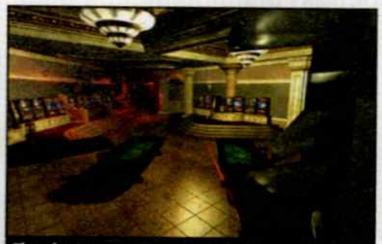
| NAME | | DM | TDM | CTB | HTTK |
|---|---|---|---|---|---|
| | Shotgun | 2 | 2 | - | 2 |
| | Ripper | 1 | 1 | - | 1 |
| | Railgun | 1 | 1 | - | 1 |
| | AT Laser | 1 | 1 | - | 1 |
| | Freeze Ray | 1 | 1 | - | 1 |
| | Shrink Ray | - | - | - | - |
| | Enforcer | - | - | - | - |
| | Devastator | 1 | 1 | - | 1 |
| | RPG | 1 | 1 | - | 1 |
| | Pipe Bomb | 4 | 4 | - | 4 |
| | Trip Mine | 4 | 4 | - | 4 |
| | Steroids | 1 | 1 | - | 1 |
| | Holoduke | 1 | 1 | - | 1 |
| | Jetpack | 1 | 1 | - | 1 |
| | Beer | - | - | - | 10 |
| | Statue | 1 | 1 | - | 1 |
| | Whiskey | - | - | - | - |

### FISH IN A BARREL

**Take advantage of a player's fear of being trapped inside the dishwasher or microwave by lining each appliance with Trip Mines. This way, not only will you score a kill even when you don't see an enemy enter either trap, but you can even steal kills from players about to shoot the spatula or button. The Trip Mine will go off and kill the enemy before the trap can be sprung by someone else!**

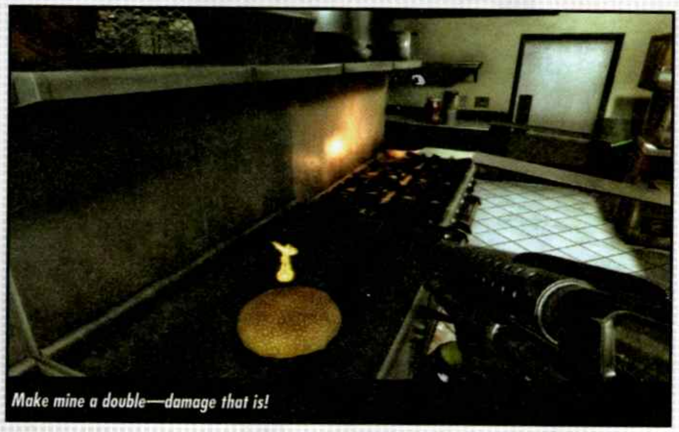
## DEATH FROM ABOVE

The Jetpack offers skilled players an advantage on this map, not only because of its ability to keep a player above the fray, but it affords a player the chance to snipe atop boxes and jars that are otherwise out of reach. To get the Jetpack, go to the southeast corner of the map and leap across the dishes in the sink to reach the Bounce Pad. Turn and face the sink and leap for the narrow edge of the bulletin board. Run along the bulletin board to the Jetpack atop the shelf in the corner.



*The edge is not as narrow as it looks. Run along the top of the bulletin board to reach the Jetpack in the corner.*

Sporting the Jetpack, immediately fly toward the grill and pluck the Statue off the burger bun for double damage. Continue flying north to grab the RPG from inside the microwave to gain some added firepower. Continue to soar in the air, fire the RPG, and enjoy double the normal damage across the blast radius.



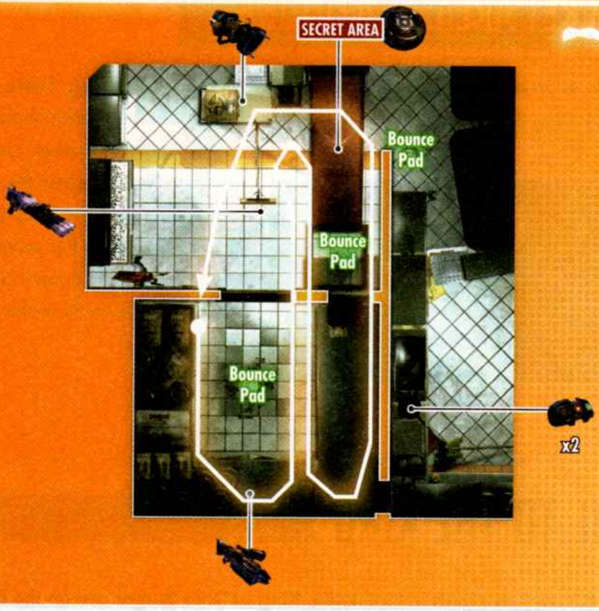
*Make mine a double—damage that is!*

## THE UNFRIENDLY SKIES

The going will certainly be rougher for those being harassed by an aerial assailant, but all is not lost. There are multiple ways to down a Jetpacking opponent, provided the flier tends to stick to the same area. One way is to use a Bounce Pad to get as high as possible and throw Trip Mines against the wall just below the ceiling. Many flying players tend to glide toward corners of the room, then strafe around with their back to the wall. Trip Mines will be harder to detect and less expected near a corner, where players will likely be strafing with their backs to them.

# HOT ROUTE

The compact layout of Duke Burger makes it difficult to focus on a singular path without either covering too much of the map or not enough. Although many players will opt for a route that utilizes the Jetpack, Statue, and RPG, there is an alternative. Enter the storage room upon spawning and use the Bounce Pad to reach the Railgun. Next, run along the upper shelf to the Bounce Pad leading up to the secret area and the Holoduke. Return the way you came, slip through the hole in the wall to the other shelves and start sniping while invisible. Drop to the floor, grab the Ripper for close-range defense, and return to the storage room to repeat the route. The key is to utilize the Holoduke and Railgun together while maintaining an elevated position until it is no longer advantageous.



### WIPE YOUR FACE

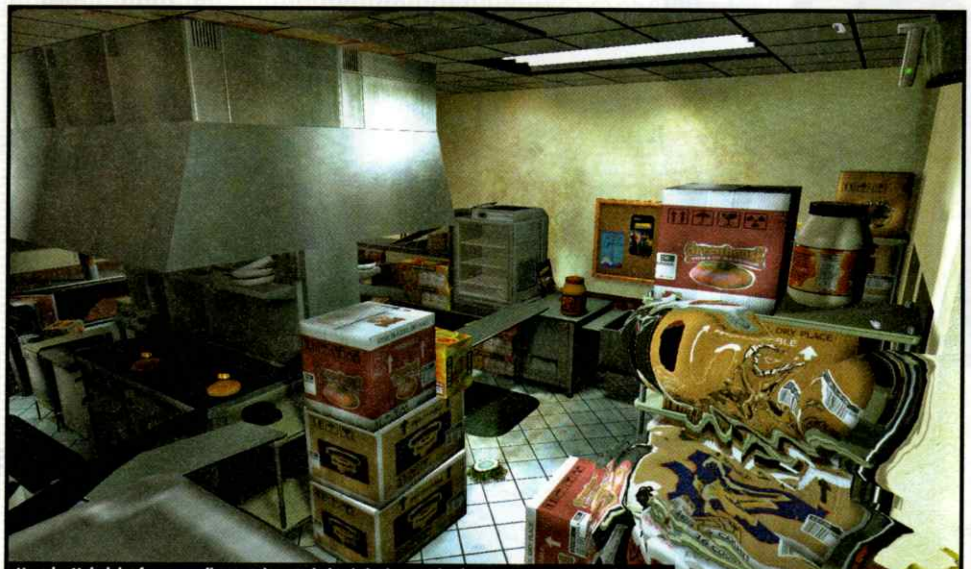
**Although it won't inflict any damage, one way to annoy elevated enemies (or any, for that matter) is to target the jars of condiments on the shelves. It only takes a single bullet to shatter a jar of sauce and the contents will splatter across the screen of any nearby players, briefly obscuring their view.**

## COOKING UP S'MORES

The Railgun is a popular weapon on this map—and for good reason. There are numerous positions to set up camp and do a little Railgun sniping. None of the locations are entirely foolproof, especially against an airborne foe, but some spots do afford a moderate amount of concealment.

The first thing to do is get the Railgun. Enter the storage room in the southwest corner of the map and use the Bounce Pad to reach the top of the shelf. After picking up the Railgun, head to the east atop the shelves beyond the hole in the wall. Next, leap at an angle toward the large mayonnaise jar on the shelf in the middle. This provides a good spot from which to snipe, as it affords a view of the Jetpack pick-up, the Statue, and the other shelves near the grills.

Another favorite spot from which to snipe is atop the dishwasher. Get the Jetpack and fly back across the map to the dishwasher and land on top. The raised doors provide protection from the left and right and the wall offers cover from behind. This position is vulnerable to Pipe Bombs and an aerial attack, but only once the Jetpack respawns. Take aim at any opponents near the microwave, by the secret area, and near the stoves.



*Use the Holoduke for camouflage and move behind the large tub of mayonnaise to the right with the Railgun for a guarded sniping position overlooking the microwave.*

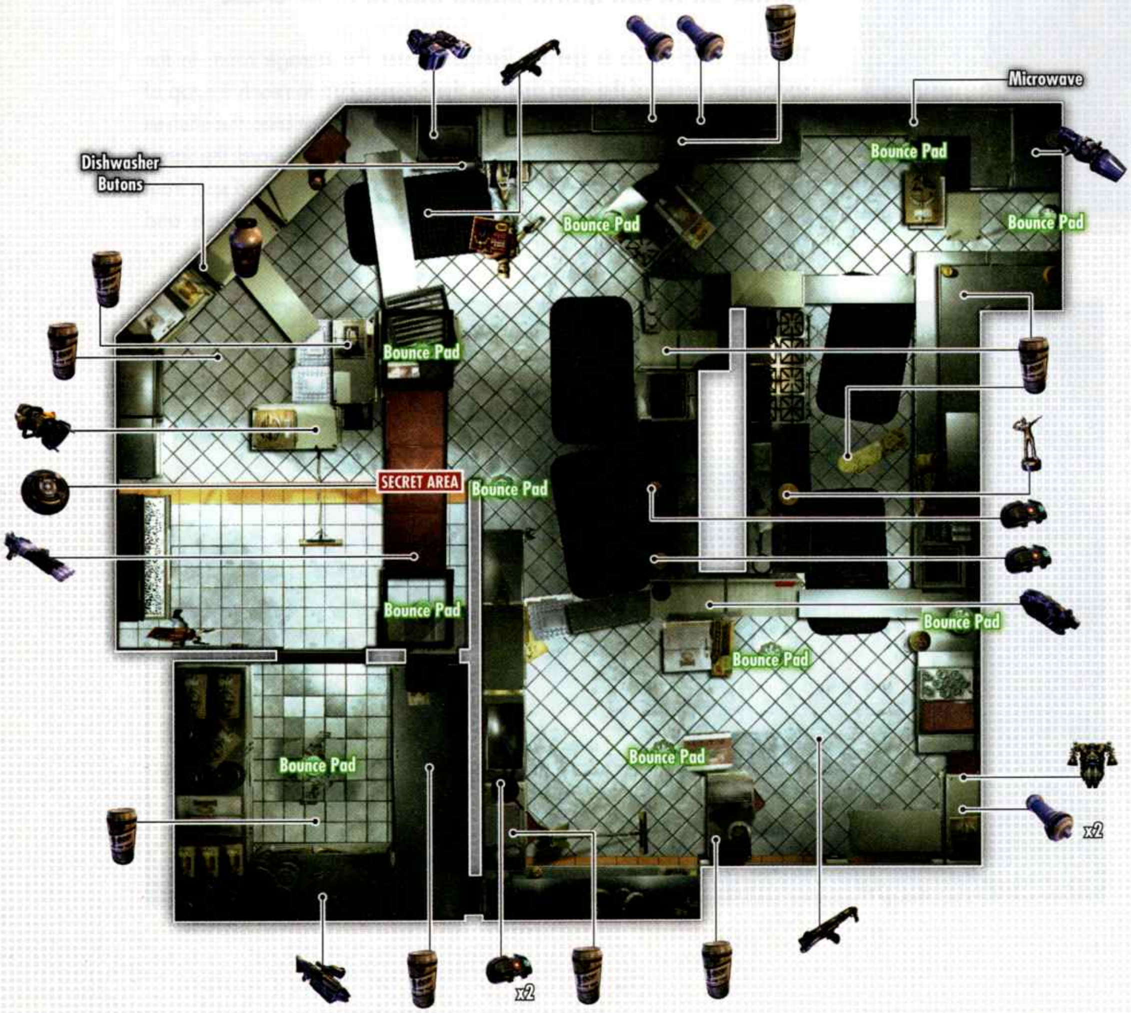
## SECRET AREA: HOLODUKE

The secret area is inside the ventilation system within the ceiling. There are two entrances to it, both courtesy of Bounce Pads in the center of the room, high atop shelving between the storage room and dishwasher. Use one of the uppermost Bounce Pads to enter the ductwork in the ceiling and grab the Holoduke. Now quickly run for the Holoduke inside the secret area immediately after acquiring the Railgun inside the storage room. It's also possible to fly to the secret area using the Jetpack.

## HAIL TO THE KING

All of the capture points in Hail to the King at Duke Burger are on the kitchen floor spread around the vicinity of the grills. Pipe Bombs, Beer, and Steroids all come in handy in this mode, as much of the combat takes place at a very close range. The Shotgun and Ripper are also quite useful. It's all but impossible to guard the capture point from all approaches, so spread out across the edge of the capture zone and face outwards to spot opponents. Look for areas within the capture point that have overhead cover, as the best way to flush out an enemy is from the sky.

*Teams can get off to a quick start by dominating the airspace above the capture points. Don't give the enemy an easy target on the floor—remove the aerial threat!*



You don't need to be in the capture point to be a contributing member of the team. With so much attention placed on securing the points, it's often quite easy to run the perimeter of the map collecting power-ups and heavy weapons. A player in an elevated position with the Holoduke, Jetpack, Railgun and/or Devastator or RPG can be every bit as beneficial to their team as the players down on the ground contesting the point.

*If multiple enemies are approaching when defending the capture point, remember to drink a Beer. The extra damage resistance will offset the blurred vision.*

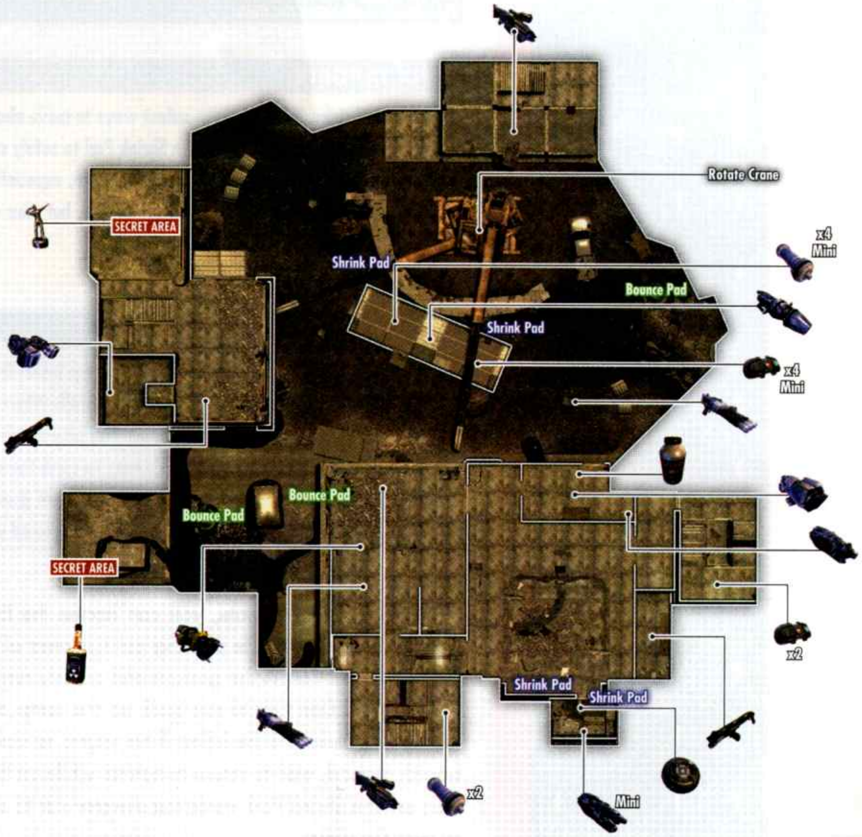
# ERECTION SITE

AN ABANDONED CONSTRUCTION YARD.

## DUKE AND TEAM DUKE MATCH

The only thing more fun than holding a shootout in an office building is doing it in one that is still under construction. Erection Site is a sprawling construction project that consists of three structures placed around the perimeter of a dirt clearing. The largest building (the one to the south) is three stories tall, including the ground-floor parking garage. The other buildings are somewhat smaller, but all are tall enough to transform the exterior into a veritable shooting gallery. The crane in the center of the map can be moved, but not without some risk. Would-be crane operators must remain in the cockpit while the crane is being rotated, providing any nearby sharpshooters with plenty of time for a headshot. Run along the crane's lengthy boom for quick access to the southern and western building.

The vertical, asymmetrical nature of the map precludes Capture the Babe matches, but this same feature only adds to the excitement when playing Hail to the King. Weapons and power-ups are in abundance, provided you know where to look—and have practiced your rocket jump. And though it may seem as if Trip Mines and Pipe Bombs are in short supply, there's actually a very large stash of them underneath the foreman's trailer by the crane. Use either of the nearby Shrink Pads to top off your supplies. Lastly, the stairwells, elevator shaft, and ventilation system provides ample opportunity for mayhem.



### AVAILABLE GAME MODES

Duke Match
Team Duke Match
Hail to the King

### MY, WHAT A BIG CRANE YOU HAVE!

The crane in the middle of the map can rotate roughly 70 degrees, ranging from the upper edge of the building on the west side to the third floor window of the building to the south. To move the crane, simply climb into the operator's seat and pull the levers. The crane will slowly rotate in place from one building to the other. Note that Duke can't exit the chair until the crane comes to a stop, so this move certainly carries some risk with it. Climb onto the crane and run along the boom for quick access to the top of either structure. Getting onto the crane can be accomplished from the ground, but it's easier to do so by leaping from the second floor of the building to the north. Lastly, be extra careful when leaping from the crane to the building on the west side of the map, as it's a tough jump that often ends in a player falling to his death.

# WEAPONS & POWER-UPS

The quantity and locations of the weapons is identical across all three modes with the only exception being an added Shrink Ray on the upper floor of the southern building during Hail to the King matches. The only change to the power-up placement is the switching of locations for the Holoduke and Steroids.

This map is a sniper's dream come true, so players must be cautious when venturing into open spaces. Two Railguns spawn on opposite sides of the map, one on the third floor of the southern building and the other on the ground near the northern structure. The RPG is located inside the foreman's trailer, whereas the Devastator is located high inside the western structure. The RPG is required to access the secret areas in order to obtain the Statue or Whiskey power-ups. Similarly, players will need the Shrink Pad to access the miniature Enforcer within the elevator car—drop onto the elevator from above to get the power-up (Holoduke or Steroids).

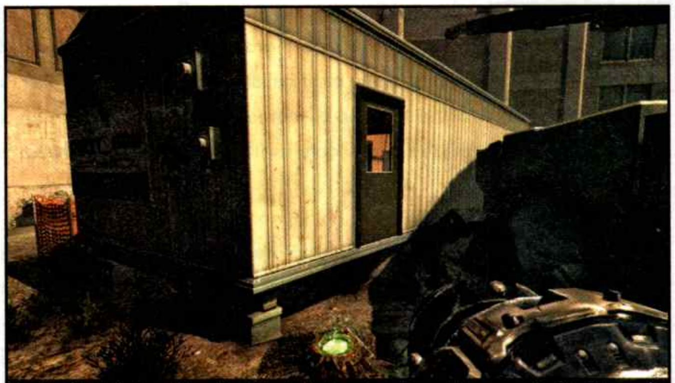
### WEAPONS/POWER-UPS MATRIX

| NAME | DM | TDM | CTB | HTTK |
|---|---|---|---|---|
| Shotgun | 2 | 2 | - | 2 |
| Ripper | 2 | 2 | - | 2 |
| Railgun | 2 | 2 | - | 2 |
| AT Laser | 1 | 1 | - | 1 |
| Freeze Ray | 1 | 1 | - | 1 |
| Shrink Ray | 1 | 1 | - | 2 |
| Enforcer | 1 | 1 | - | 1 |
| Devastator | 1 | 1 | - | 1 |
| RPG | 1 | 1 | - | 1 |
| Pipe Bomb | 6 | 6 | - | 6 |
| Trip Mine | 6 | 6 | - | 6 |
| Steroids | 1 | 1 | - | 1 |
| Holoduke | 1 | 1 | - | 1 |
| Jetpack | - | - | - | - |
| Beer | - | - | - | 15 |
| Statue | 1 | 1 | - | 1 |
| Whiskey | 1 | 1 | - | 1 |

# GENERAL TACTICS

## GO SMALL FOR BIG BANGS

There are four Shrink Pads on the map, two near the foreman's trailer and two by the elevator shaft inside the southern building. Use either Shrink Pad near the trailer to gather the Pipe Bombs and Trip Mines beneath the trailer. The effect lasts long enough for Duke to collect all eight explosives before returning to normal size, but you must hurry! Use the mound of dirt to leap over the orange fence and immediately place a Trip Mine inside the trailer to snare players going for the RPG.



*Use the Shrink Pad on either side of the trailer to get small enough to access the Trip Mines and Pipe Bombs underneath the trailer.*

### TINY TARGETS

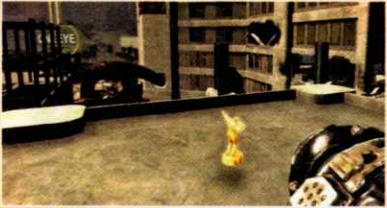
**It may sound risky, but one of the safest ways to move about in the clearing is when Duke is small. Consider using a Shrink Pad to safely cross the yard when making your way toward the Railgun to the north, especially if there's a sniper in one of the secret areas. You may still get shot at, but your chances of being hit will be—like Duke—a whole lot smaller.**

### TRIP MINE THE STAIRS

**One of the best uses of the Trip Mines on this map (aside from inside the trailer near the RPG) is inside the stairwells and along the walls where the Bounce Pads send players hurtling through the air. Remember that players often move quickly through the stairs to return to the action and it's easy to catch them off-guard with a Trip Mine. Similarly, players are completely at the mercy of gravity when using a Bounce Pad—they can't help but hit the Trip Mine if one is placed where they land.**

While in a shrunken state, you can access the Enforcer that is located inside the elevator in the parking garage area of the southern structure. Use the Shrink Pad in the garage and quickly run down the ramp to get the weapon. Don't try to run back up the ramp and out of the elevator just yet, as Duke will be killed if he returns to size while on the slanted board. Instead, wait to return to normal while on the floor of the elevator, then use the Shrink Pad inside the elevator car to shrink again and safely ascend the ramp.

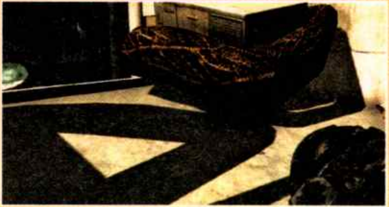
## SECRET AREA #1 STATUE

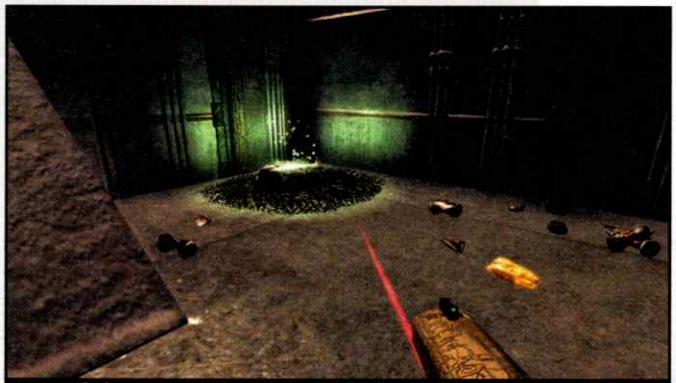


The more strategically advantageous of the two secret areas, this one is located high atop the building in the northwest corner near the row of port-a-potties. Acquire the RPG from inside the foreman's trailer and either run along the crane or use the Bounce Pad on the third floor of the southern building to reach the middle floor of the northwest building. Climb the stairs to the roof and face north. Use the RPG to rocket jump onto the roof directly adjacent to the railing near the stairs (expert Duke-athletes may be able to leap from the railing onto the roof) to access the secret area and grab the Statue. This is a fantastic sniping position!

## SECRET AREA #2: WHISKEY

The second secret area is in the southwest corner of the map atop the building enshrouded by the alien tentacles. Acquire the RPG from the foreman's trailer in the center of the map and approach the tentacle behind the Bounce Pad. Run up along the tentacle toward the second floor of the building next to the Bounce Pad, then turn and rocket jump onto the roof in the corner. There is a Whiskey power-up in the corner, behind the air conditioning unit and tentacle.



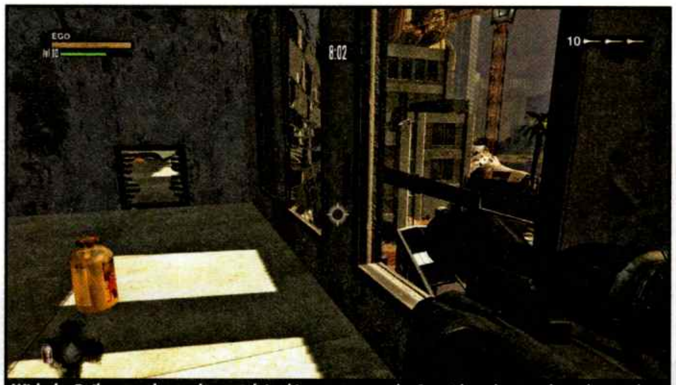


*Be wary of where you stand when the effects of the Shrink Pad elapse. Use the Shrink Pad inside the elevator to safely exit.*

### SNIPE THE SNIPERS

Expect to encounter two prominent approaches to this map: there are those who will stick to the interiors and use weapons like the Shotgun, Devastator, and Freeze Ray at close range and then there will be the snipers. A sniper armed with an RPG and the Railgun can dominate the map rom atop the northwest secret area (with the Statue), so it's important to now how to counter this. One way is to climb the alien tentacle in the southwest corner to the building and lob Pipe Bombs. This is admittedly a dangerous technique, but it can work. Another somewhat risky tactic is to use the Railgun on the ground to try and snipe from the northern building. Fortunately, there is another option.

Head to the southern building, climb the stairs to the middle floor, and nter the elevator to get the Holoduke. Ascend to the top floor, deploy the oloduke and grab the Railgun while invisible. Shoot out the vents on the or to the east, crouch down, and move a few rooms over to acquire an gle on the sniper. Others will no doubt make their move on the third r Railgun (some possibly through the nearby window via the Bounce l). Stick to your corner position near the Steroids power-up and shoot em, too. Place Trip Mines nearby to cover your back.



*With the Railgun at the ready, crouch in this corner near the Steroids to have a clear shot at the secret area and at anyone searching for the Railgun.*

### RUN FAST, BOUNCE HIGH

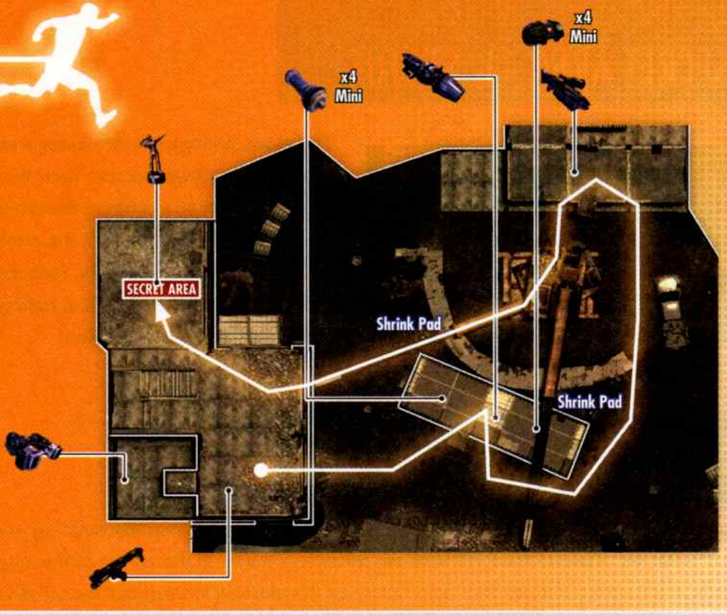
To succeed at Erection Site, it's vital to know the fastest paths to the most powerful weapons and, just as important, the elevated positions on the map. There's simply no time to waste figuring out how to reach the Devastator or how to quickly reach the Railgun on the third floor.

Start by committing the ways in and out of the western structure to memory. It's three stories tall and only the lowest level is accessible from the ground. The second level can be reached by running along the alien tentacle in the southwest corner of the map. From there, you can grab the Devastator and head up the stairs to the third floor. It's also possible to reach the third floor directly via the crane or by using the Bounce Pad atop the southern building. Descend the stairs or use the ductwork to drop down to the Devastator.

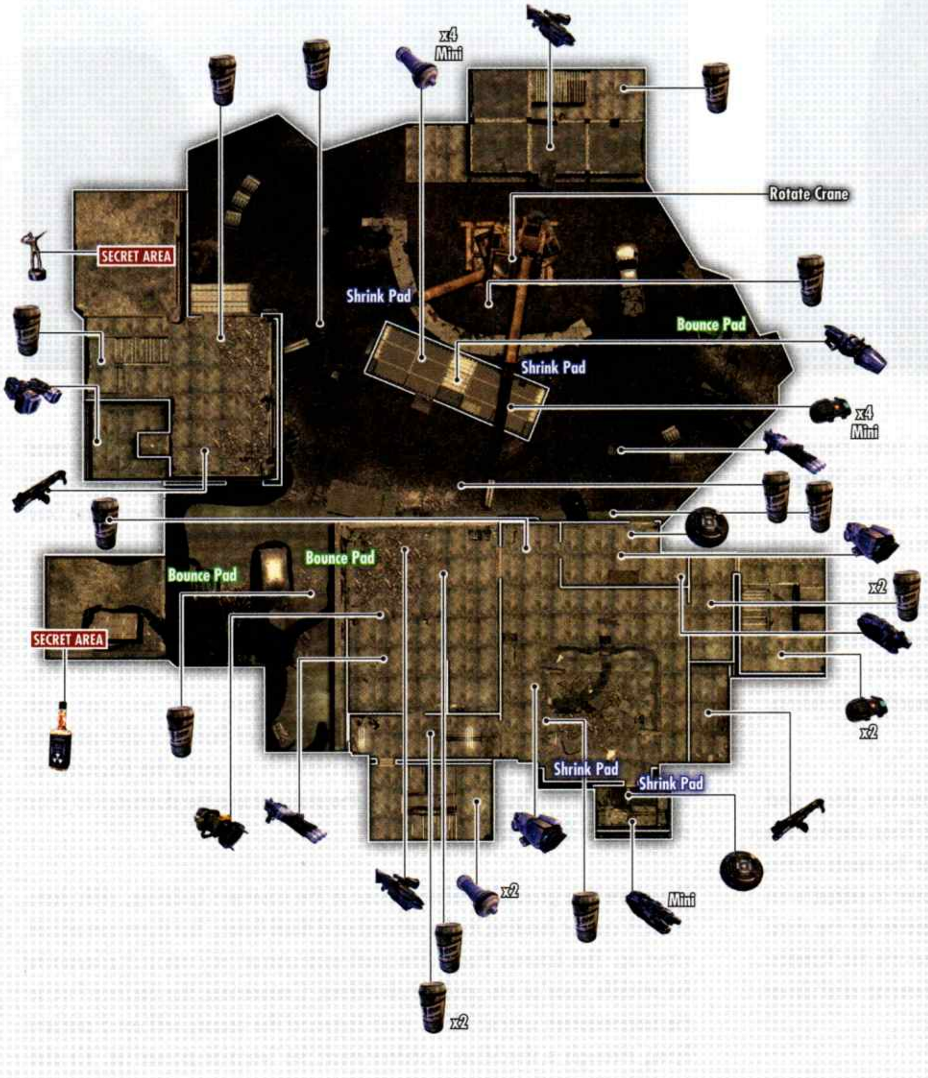
There are two ground-level entrances to the southern building, with stairs in each corner leading to the second and third floors, but there are easier ways up. The Bounce Pad in the southwest corner will catapult players to the middle floor of the southern building. Conversely, the Bounce Pad in the northeastern corner of the yard (beyond the crane) will send players flying through a third-floor window near the Steroids power-up. It's also possible to run along the crane when it's facing south and enter the third floor near the Railgun.

## HOT ROUTE

This is an ideal route to take when the crane is angled toward the west. Head straight to the trailer and grab the RPG. Loop around the crane in a counter-clockwise direction to obtain the Railgun, then leap onto the back of the crane and run up the boom to the roof of the western building. Use the RPG to rocket jump onto the roof to claim the Statue, then start sniping with the Railgun. Keep this up until you run out of ammo, then use the Statue's double-damage to add to the splash damage from the RPG. Descend the stairs to the middle level, swap the RPG for the Devastator, and battle back to the start of the route.



## HAIL TO THE KING



This is a great map for Hail to the King when there are large teams and everyone knows their way around the map. The capture points shift between locations on the ground near the crane to the roof of the western building to various places inside the southern structure. Despite the map's size, most of the capture points are hemmed in rather tightly, allowing little room for players to take a defensive role outside the capture point without having to move too far away. This makes having a supply of Pipe Bombs (or the RPG) even more important than normal for attacking teams.

One of the unique aspects of Hail to the King matches is that it brings the large second-floor room into play. This area beneath the collapsed third floor of the southern building doesn't see much action during Duke Matches. The hole in the third floor provides an excellent opportunity for attacking teams to launch their assault undetected. Secure the Pipe Bombs in the southwest stairs and ascend to the third floor. Toss the Pipe Bombs down at the defending team inside the capture point, then use the additional Shrink Ray to miniaturize anyone who survives the explosions.

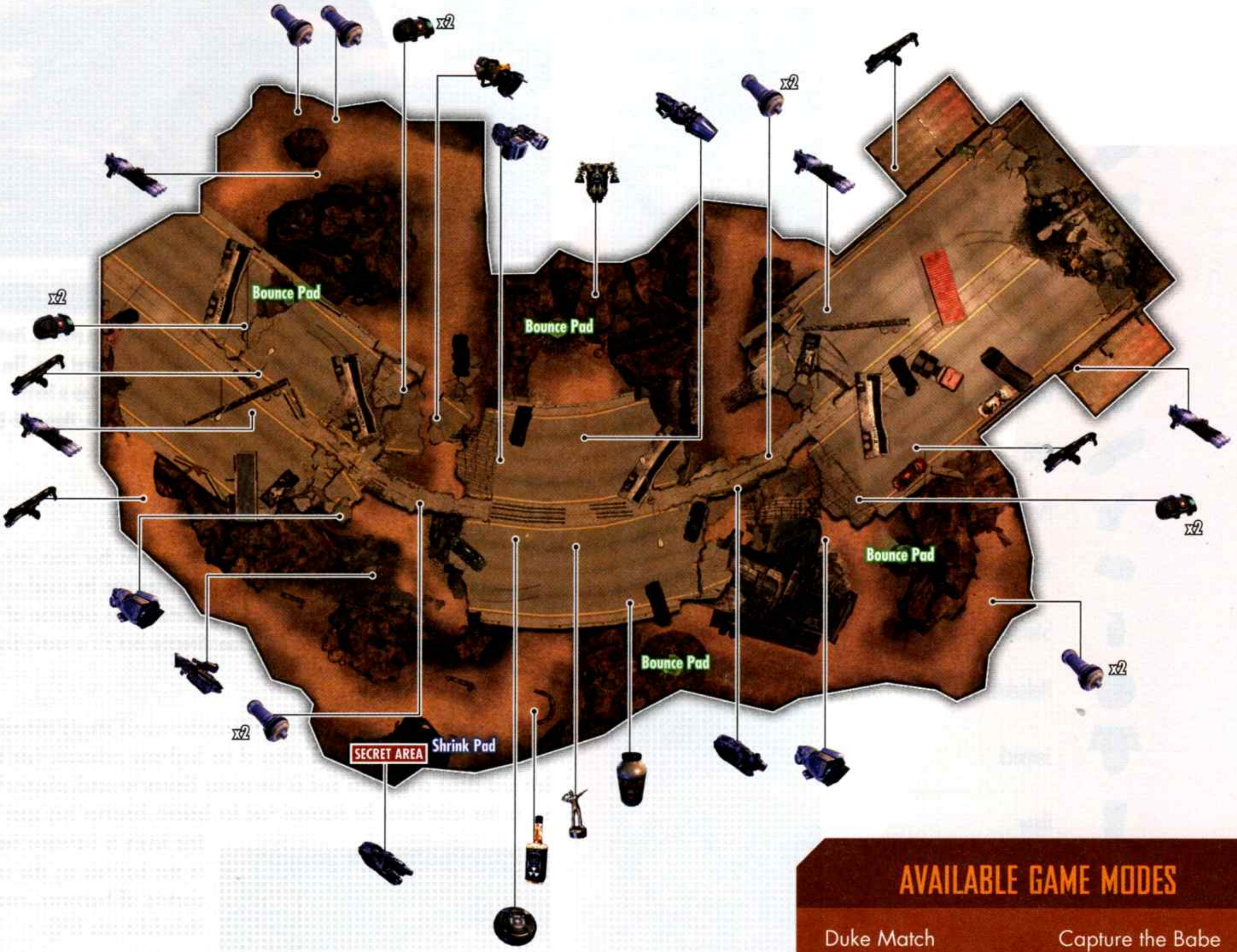
***Don't be afraid to set traps at the capture points. Throw a Pipe Bomb and wait to detonate it when the other team gets there. This works especially well against over-aggressive teams.***

# HIGHWAY NOON

A BRIDGE AND GULLY ON A NEVADA HIGHWAY.

## DUKE AND TEAM DUKE MATCH

The alien invasion wreaked havoc on this lone stretch of highway in the desert—now how is anyone supposed to get to Duke's casino? There's no time to worry about that now, however, as there's a battle to fight amongst the collapsed roadway and toppled cars. Highway Noon provides a little something for everyone (the Jetpack isn't available during Capture the Babe matches). The network of paths crisscrossing beneath the highway provides a chance to escape the upper level combat, but isn't without its own set of risks. Bounce Pads, narrow paths of concrete, and even tilted shipping containers combine to give players a number of ways across the map, but it only takes one false step to send someone falling to their demise. Unlike on many maps, the Whiskey, Statue, and Holoduke are right out in the open. The only power-up that can be tricky to find is the Jetpack, which requires a lengthy leap from the highway to the rocks far to the north. Combine the RPG with the Jetpack and show the opposition what road rage is all about!



### AVAILABLE GAME MODES

- Duke Match
- Team Duke Match
- Capture the Babe
- Hail to the King

# WEAPONS & POWER-UPS

Every weapon in Duke's arsenal is in play during each gameplay mode, although players will need to utilize a Shrink Pad to access the Enforcer inside the secret area. The western side of the map contains twice as many Trip Mines as Pipe Bombs, while the eastern side has the opposite set-up so adjust your tactics accordingly.

The big rush early in matches will be for the RPG and Holoduke, which are located in the center of the map. Don't be afraid to hang back and let the dust settle before moving in with the Ripper or Shrink Ray. Those on the west side of the map can use the early rush as a chance to access the Enforcer from the secret area.

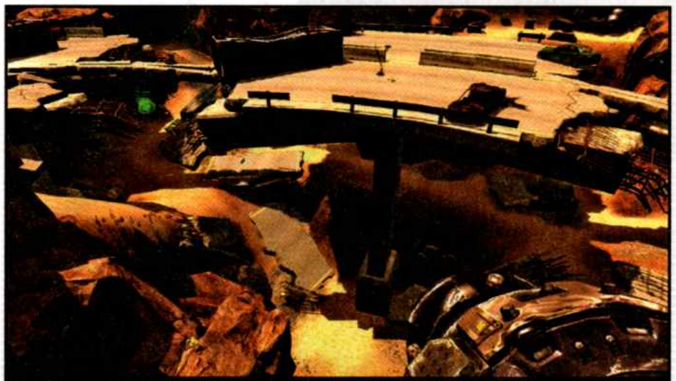
**WEAPONS/POWER-UPS MATRIX**

| NAME | DM | TDM | CTB | HTTK |
|---|---|---|---|---|
| Shotgun | 4 | 4 | 4 | 4 |
| Ripper | 4 | 4 | 4 | 4 |
| Railgun | 1 | 1 | 1 | 1 |
| AT Laser | 1 | 1 | 1 | 1 |
| Freeze Ray | 1 | 1 | 1 | 1 |
| Shrink Ray | 2 | 2 | 2 | 2 |
| Enforcer | 1 | 1 | 1 | 1 |
| Devastator | 1 | 1 | 1 | 1 |
| RPG | 1 | 1 | 1 | 1 |
| Pipe Bomb | 8 | 8 | 8 | 8 |
| Trip Mine | 6 | 6 | 6 | 6 |
| Steroids | 1 | 1 | 1 | 1 |
| Holoduke | 1 | 1 | 1 | 1 |
| Jetpack | 1 | 1 | - | 1 |
| Beer | - | - | - | 9 |
| Statue | 1 | 1 | 1 | 1 |
| Whiskey | 1 | 1 | 1 | 1 |

# GENERAL TACTICS

## LONG DISTANCE ASSAULTS

Weapons with lock-on and homing capabilities (like the RPG and Enforcer) are very powerful on this map given the lengthy sight-lines. Both of these weapons (and the Railgun to an extent) can be used with great success, provided that you're careful when lining up shots. Stay clear of the middle section of the highway unless blind-firing the weapon. These weapons have excellent range but the RPG's lock-on takes a few moments to acquire its target. Move to the side of the map where there's some protection from sneak-attacks when taking this kind of shot. This is also true for sniping and using the Enforcer. The Enforcer can be fired from the hip rather well against close-to-medium range opponents, but it's always wise to take that extra moment to aim the shot when using a weapon with such limited ammo.



*Use the Jetpack to reach the rocks with the RPG or Railgun, then wait for the opposition to come looking for a weapon in the center.*

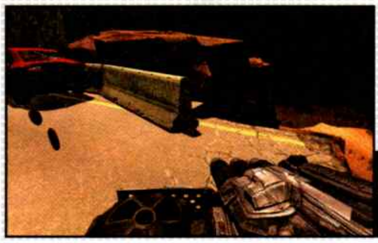
**BECOME THE INVINCIBLE ENFORCER**

**The Whiskey's proximity to the Enforcer makes the two an obvious pairing. Just don't grab the Whiskey before trying to get the Enforcer in the secret area. The Whiskey protects against shrinkage, even when you're standing atop a Shrink Pad. Grab the Enforcer, exit the secret area before returning to size, then grab the Whiskey if it's there.**

## ALL TRIPPED UP

Enemy attacks can come from a lot of directions on this map, but there are several natural chokepoints where Trip Mines can be used to great effect. Placing Trip Mines doesn't have to come at the expense of using the other weapons, or attacking your foe directly, but it's a tactic that can generate a number of extra kills.

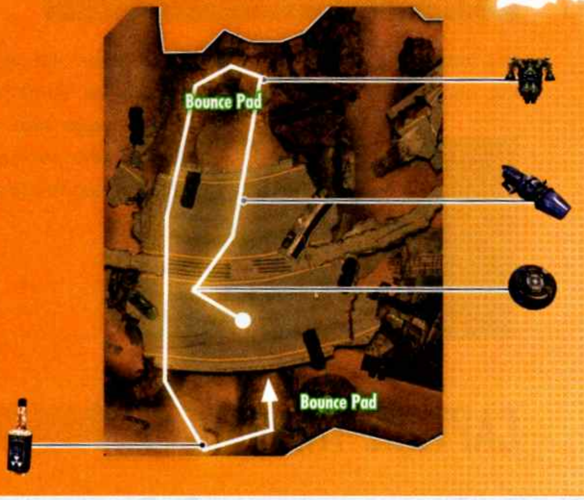
For starters, players spawning near the eastern tunnel should immediately grab the Trip Mines near the edge of the highway collapse. Turn to the left and place one on the end of the jersey barrier to catch players flying up to the road from the Bounce Pad far below. Another key spot for a Trip Mine is between the gap in the barriers on the central portion of highway, near the Holoduke and RPG.

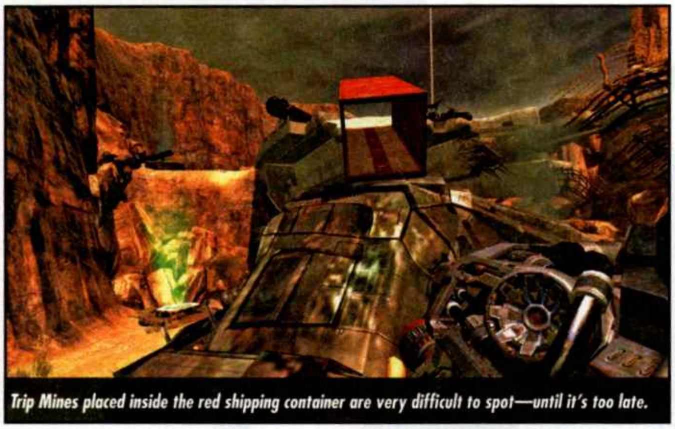


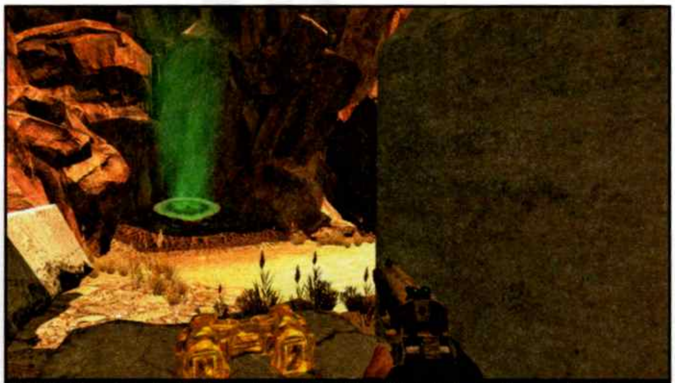
*It doesn't matter what mode you're playing, a Trip Mine set at the end of the barrier will kill anyone who uses the Bounce Pad directly below.*

## HOT ROUTE

The Jetpack provides the ability to fly anywhere on the map, but it's also an easy target for skilled players. Stick close to the rocks and Whiskey to make the most out of this route. Sprint to the middle of the highway to lay claim to the Holoduke. Instantly deploy it, jump the barrier, and grab the RPG while continuing to sprint north toward the gap in the guardrail. Leap from the highway to the Jetpack on the rocks and take to the sky. Fire the RPG at any enemies you spot while invisible and begin flying south across the map. Swoop down to claim the Whiskey as it reappears and find a spot on the rocks from which to fire the RPG at players who shoot at the Holoduke. Save some fuel to return to the highway and start the lap over. Pick a different spot on the rocks to land near the end of the route each time, or else players will memorize your path.




*Trip Mines placed inside the red shipping container are very difficult to spot—until it's too late.*


*Take the Devastator, hit the Bounce Pad and start firing! There's almost always at least one or two players near the RPG and Holoduke. Come prepared or don't come at all!*

Lastly, placing a Trip Mine on the rocks near the Jet Pack is a surefire way to gain some extra kills. The players who already have the Jet Pack and are swooping in for a re-fueling may see the Trip Mine and shoot it, but those leaping from the highway bridge will have little chance of avoiding it. There are countless other spots to place Trip Mines as well, but these tend to catch enemies without fail.

### FALLING UPWARDS

The four Bounce Pads make it possible to quickly grab one of the weapons or power-ups off the ground below the highway, then return to the upper level where most of the action is taking place. Although useful during Duke Matches, the Bounce Pads to the east and west are most beneficial during Capture the Babe and Hail to the King matches. On the other hand, the Bounce Pads in the center of the map are great for sending players into the thick of combat whether they're prepared for it or not.

The angled red container is a perfect spot to toss a Trip Mine, as many players use it to escape from danger, camp out, or even reach the upper roadway without using a Bounce Pad. The container's red paint helps conceal the laser too!

Use these Bounce Pads wisely and be sure to have the Devastator on hand for those opponents sure to be lurking above. It's fine to hit them while wielding the Shotgun or Ripper, as long as you gain the benefits of the Statue before hitting the Bounce Pad. The north-central Bounce Pad lands players near the RPG, while the south-central Bounce Pad sends players towards the Whiskey.

**SPEAKING OF FALLING...**

**It is possible to descend the side of the cliffs without freefalling to your death. Look for an area with some small protrusions and attempt to bounce from one to the other on the way down. It won't be pretty, but it's a lot better than ending up in a pile of gibs.**

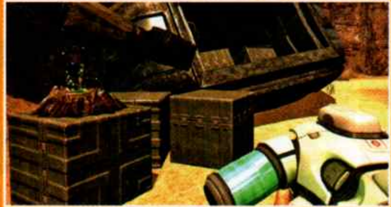
### RUN & GUN

Success at Highway Noon isn't entirely reliant upon the powerful weapons. In fact, it's entirely possible to accumulate a number of kills with just the Shotgun and Ripper, provided you move smartly. One way to accomplish this is to move quickly and erratically to avoid becoming an easy target for any Jetpacking rocketeers or snipers. Move quickly between the cars and toppled buses and look for recently spawned enemies. Avoid the crossfire zone in the center of the map where players with more powerful weapons are likely to be and try to keep the action in front of you. Follow the path down to the lower level in hopes of catching enemies off-guard as they go for the Devastator or other weapons.

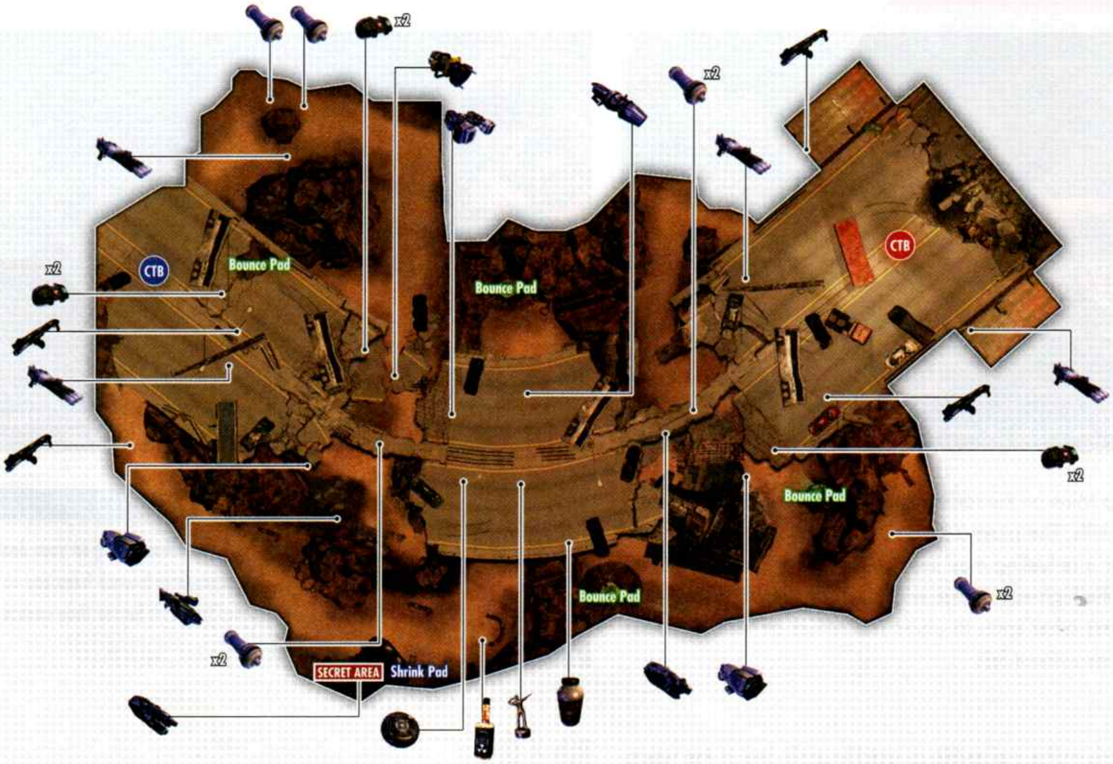
*Moving swiftly amongst the cars and buses near the spawn points creates an opportunity to get the drop on enemies coming up from below.*

## SECRET AREA: ENFORCER

This secret area is among the tiniest in the game and amounts to little more than a pocket of air within the wreckage of the alien ship on the south side of the map. Hop onto the Shrink Pad near the crash site and jump across the metal crates toward the wreckage. Leap onto the alien ship and pick up the miniature Enforcer. The ceiling within this portion of the wreckage is tall enough so that Duke won't get crushed upon returning to normal size.



## CAPTURE THE BABE



The only difference in weapon and power-up placement in this mode is that there is no Jetpack, so all other tactics are still fair game. And because there's no Jetpack, people tend to forget about the rocky perch where it normally rests, thus making it a decent spot from which to snipe. Of course, most of the action in Capture the Babe takes place around the capture points and on the highway between them. Players on the blue team should use the Trip Mines near their spawn point and place numerous traps around the babe. Have two players share this responsibility so that a single death doesn't remove all four Trip Mines from play. Those on the red team have fewer Trip Mines at their immediate disposal, but they possess arguably tighter chokepoints through which to funnel enemies.

Split your team in such a way that one player's primary role is to secure the Devastator and defend the babe. Use the Bounce Pad on the north-central side of the map to return to the middle, hopefully behind the enemy as they advance on your team's babe. The others should attempt to move as a group along the edge of the map to the enemy babe. Stay clear of the highway when carrying the babe, as that area is just too exposed.

*Stay off the highway bridge when trying to capture the enemy babe. Take the longer way, stick close to the rocks, and make sure you have an escort.*

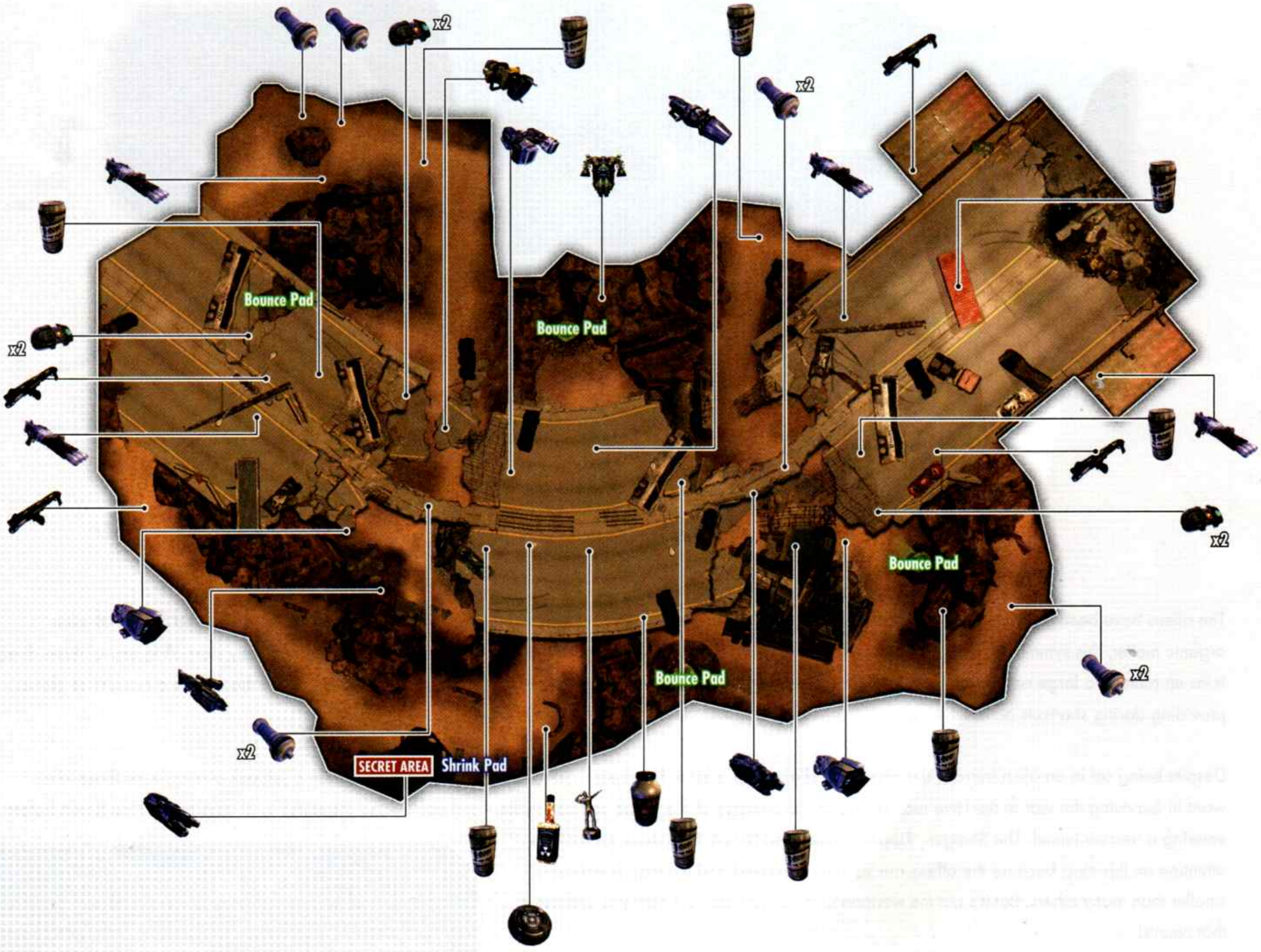
# HAIL TO THE KING

The capture points are spread far and wide on this map, ranging from near each team's spawn point to the top of the bridge near the RPG, to multiple spots beneath the highway. This reduces the effect of Trip Mines, as there are just too many variables to predict where the enemy is coming from. That said, the Pipe Bombs are really helpful in flushing enemies out of a capture point. Highway Noon has fewer Beer pick-ups than many of the other maps, thus making it unlikely that you'll encounter entire teams with resistance bonuses.

One of the key challenges every player must overcome is simply determining the location of the new capture point. The on-screen indicator certainly helps, but the multiple elevations on this map can make finding it rather difficult. A team with a Jetpack has a decided advantage simply because the flying player can identify the capture point and inform the rest of his team.

EGO
Lvl 12
7:31
37
TEAM BLUE HAS SCORED
Jetpack Fuel
Blaster

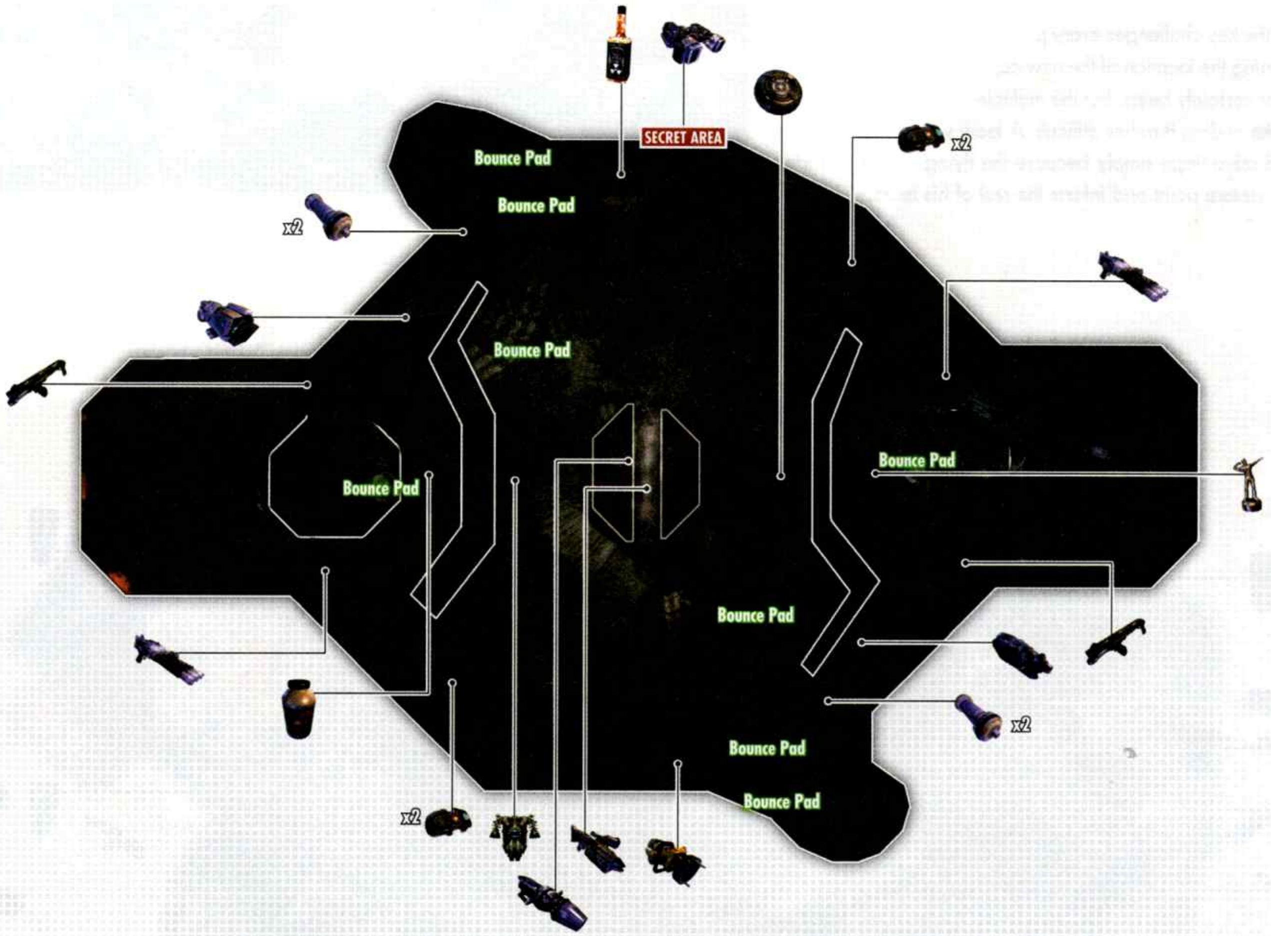
*Pair the Jet Pack with the RPG or Devastator and take the point!*


x2
x2
Bounce Pad
Bounce Pad
x2
x2
Bounce Pad
Bounce Pad
x2
x2
SECRET AREA
Shrink Pad

# HIVE

AN UNDERGROUND ALIEN LAIR BELOW THE DUKE DOME.

## DUKE AND TEAM DUKE MATCH



The aliens have been exterminated, but there are still plenty of pests occupying this underground Hive. Carved out of the bedrock and lined with alien organic matter, this symmetrical map provides players with an intimate encounter of the shooting kind. Players can immediately start off in any of three directions en route to a large cavern where a network of paths wraps around and through a central spire. Alien tentacles pierce the rock in a number of places, providing daring shortcuts across the chasm.

Despite being set in an alien burrow, the Hive map offers quite a bit of headroom. So much, in fact, that there's even a Jetpack available for those who want it! Surviving the war in the Hive requires agility, knowledge of the jumps you can make—and can't—and the sense to always toss a Pipe Bomb before entering a narrow tunnel. The Shotgun, Ripper, Freeze and Shrink Rays draw most of the attention on this map because the others are so hotly contested and the map is noticeably smaller than many others. But it's not the weapon that you will use, but how you will use it that counts!

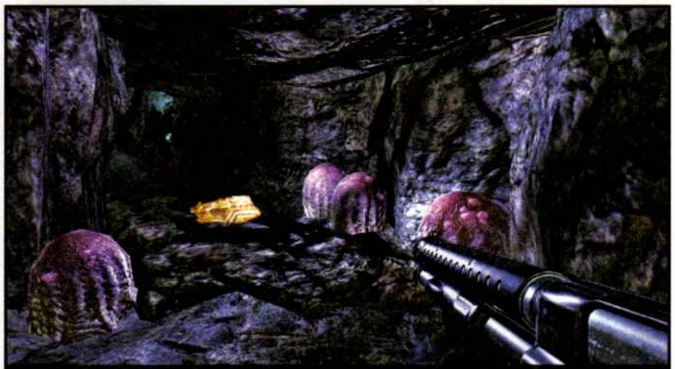
### AVAILABLE GAME MODES

- Duke Match
- Team Duke Match
- Capture the Babe
- Hail to the King

# GENERAL TACTICS

### TOXIC TO THE TOUCH

The western and eastern ends of the map (the team spawn areas) offer players three paths toward the center: south, north, or drop into a pit and take a lower tunnel to the south. This tunnel leads to the same place as the upper path, but it contains several bulbous alien life-forms. Although not hostile, these putrid specimens grow and burst as Duke draws near, thereby emitting an ink-like torrent of spray. The material isn't deadly, but it can inflict a small amount of damage if caught in close range.

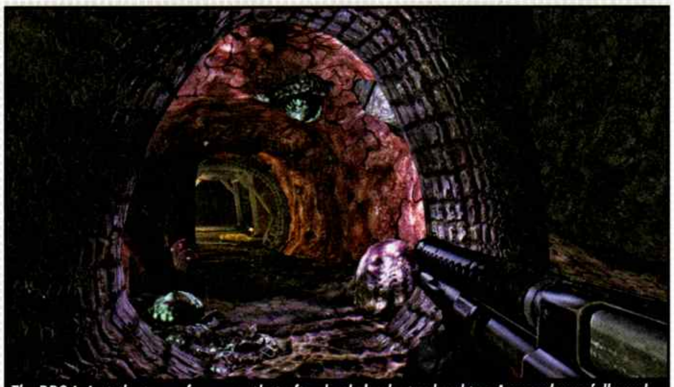


*Whatever they are, they sure are gross. Shoot them so they don't burst.*

Target these alien pustules while firing at an enemy if one happens to be in the area, as the spores they release will inflict additional damage. Similarly, you may consider shooting these growths at the start of the match, especially in Capture the Babe games, to prevent the enemy from doing the same.

### WIN THE INITIAL RUSH

Many players, especially in Team Duke Match games, will race straight for the RPG in the middle of the map right at the start. The quickest way to get there is to run to the left from the team spawn area (applicable for both sides), drop off the upper ledge and use the Bounce Pad nearest the edge of the chasm to catapult to the base of the spire (the other Bounce Pad simply returns the player to the top of the ledge). Enter the tunnel on the bottom to grab the RPG. Of course, the enemy will be doing the same thing so pick up a couple of Pipe Bombs on the way and toss them ahead of you. It's also a good idea to pick up the Shotgun near the spawn area in case the Pipe Bombs don't get the job done. Whatever you do, don't fire the RPG inside that tunnel!



*The RPG is just the type of weapon that often leads lambs to slaughter. Approach carefully and consider tossing a Pipe Bomb for safe measure.*

# WEAPONS & POWER-UPS

Matches played at the Hive map yield a sense that there aren't that many heavy weapons available. The truth, however, is that every weapon and power-up except for the Enforcer is in play, albeit not in great numbers. The RPG and Railgun are positioned inside narrow tunnels in the center of the multi-level spire, forcing players to put up a fierce fight for them.

The other primary heavy weapon, the Devastator, is tucked away in a secret area that is only accessible via the Jetpack. The narrow tunnels and walkways often push enemies into closer proximity than on other maps. This not only increases the value of the Shotgun and Ripper on this map, but the Steroids as well. This is a great map for those looking to pad their puncher's stats.

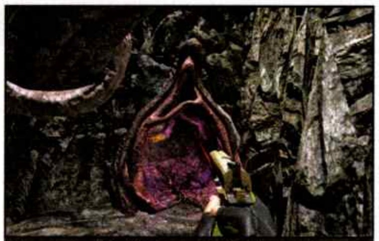
**WEAPONS/POWER-UPS MATRIX**

| NAME | DM | TDM | CTB | HTTK |
|---|---|---|---|---|
| Shotgun | 2 | 2 | 2 | 2 |
| Ripper | 2 | 2 | 2 | 2 |
| Railgun | 1 | 1 | 1 | 1 |
| AT Laser | 1 | 1 | 2 | 2 |
| Freeze Ray | 1 | 1 | 1 | 1 |
| Shrink Ray | 1 | 1 | 2 | 1 |
| Enforcer | - | - | - | - |
| Devastator | 1 | 1 | 2 | 1 |
| RPG | 1 | 1 | 1 | 1 |
| Pipe Bomb | 4 | 4 | 4 | 4 |
| Trip Mine | 4 | 4 | 4 | 4 |
| Steroids | 1 | 1 | 2 | 1 |
| Holoduke | 1 | 1 | 1 | 1 |
| Jetpack | 1 | 1 | - | 1 |
| Beer | - | - | - | 8 |
| Statue | 1 | 1 | 1 | 1 |
| Whiskey | 1 | 1 | 1 | 1 |

### CAMPING THE RPG

**The RPG sits in the middle of a lengthy, narrow tunnel but there is a small alcove adjacent to it where players can stand out of sight and wait for opponents to rush by. It's a relatively safe place to be if you simply must find a spot to camp. The biggest drawback in doing so, however, is that crafty players will often toss a Pipe Bomb toward the RPG before rushing in just in case someone is doing just this thing.**

The race for the Railgun can also be fierce, although it requires a bit more finesse to reach. Go along the right-hand path while exiting the spawn area (grabbing the Ripper in the process) and continue past the Trip Mines and across the bridge to the middle level of the central spire. The path naturally spirals downward to the left, but don't descend! Instead, crouch and enter the much smaller opening in the middle of the spire. The Railgun is straight ahead. Be on the lookout for enemies crouching at the entrance to the tunnel from the opposing side and open fire with the Ripper.



*Always stand back before entering the tunnel to make sure someone isn't entering from the other side.*

## MIND THE GAP

Knowing how and where to leap onto the tentacle above the Bounce Pads is extremely valuable. Players will often spot the Whiskey, Devastator, or RPG (depending on game mode) and fruitlessly try to use the Bounce Pads, only to end up heading in the wrong direction. Players spawning near the blue side should always go for the item on the tentacle, as it is always either the Whiskey or the Devastator. Players spawning on the red side may want to leap to the southern tentacle when playing Capture the Babe or Hail to the King to get the Devastator or RPG, respectively. This tentacle is home to the Freeze Ray during Duke Matches.

For starters, without the Jetpack or an incredibly accurate rocket jump, each tentacle is only accessible from the side opposite the nearby Bounce Pads. From the spawn area, head to the right (toward the Trip Mines) and stop at the start of the bridge leading across the chasm. Note the gap in the rocks where the path bends. This is your takeoff point. Run and leap from the edge of the rocks to the tentacle. It's not an easy jump, but it's not impossible. From there, run off the far edge of the tentacle to land near the Bounce Pads.

*You'll be ready to really open a can on someone if you manage to score both the Statue and Whiskey at the start of the match!*

### EXPLOSIVE TAKEOFFS

**The gap in the rocks where players must run and leap for the tentacle (particularly on the north side) is an excellent place to put a Trip Mine. The draw of the Whiskey or Devastator often proves too glaring and players commonly overlook the laser directly in their path. There's enough time before the Trip Mine arms itself to throw it in place, then run through the opening to get the Whiskey. Placing Trip Mines inside the tunnels leading to the RPG and Railgun is also effective.**

## JETPACKING TO NEW HEIGHTS

Players spawning near the red team spawn have a slight advantage in reaching the Jetpack, as they can use the Bounce Pad to land just steps away from it. Those spawning on the blue side must leap across the tentacle to reach that same Bounce Pad (or take the long way around). Either way, the Jetpack is incredibly valuable on this map, not only because it allows the player to reach the Devastator inside the secret area, but because it grants the player access to areas otherwise unreachable.

A great spot to access, if you have the Railgun, RPG, or Devastator, is the tentacle that wraps around the central rock spire. Land on the tentacle to conserve fuel and use a heavy weapon to attack the enemies far below. Run along the curving tentacle to move to the far side of the spire to avoid return fire. This position is vulnerable to enemies attacking with the Railgun or RPG, but is virtually safe from other attacks due to its location.

*Run along the tentacles wrapping around the rocky spire to launch attacks on enemies on all sides of the cavern far below.*

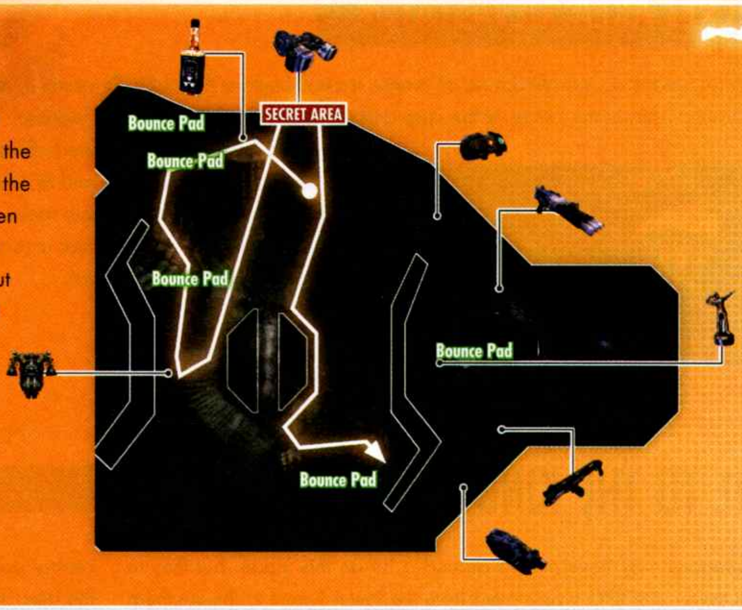
The Jetpack also makes it possible to land on either of the higher tentacles. This is another spot that people don't expect players to shoot from even though its low enough to be effective even with the AT Laser or Ripper. Lastly, using the Jetpack to hover high above the outlet from the enemy spawn area places you essentially behind the enemy as they make their way toward the Trip Mines nearest their spawn area—rain fire down on them as they emerge from the tunnel.

EGO
12
4:24
6
Jetpack Fuel

*Use the Jetpack to chase down enemies wherever they go in the central cavern. Don't let them escape!*

# HOT ROUTE

Grab the Whiskey from the northern tentacle and use the nearby Bounce Pad to make a quick run for the Jetpack. Use the power of the Whiskey to reach the secret area and grab the Devastator. Now fly to the upper tentacles wrapping around the rocky spire. Attack enemies on the north side of the spire, then circle around and soar to the upper tentacle in the southeast corner. Attack from here until it's no longer safe (or you're out of Devastator ammo), then return to the Jetpack to refuel and perform another lap.

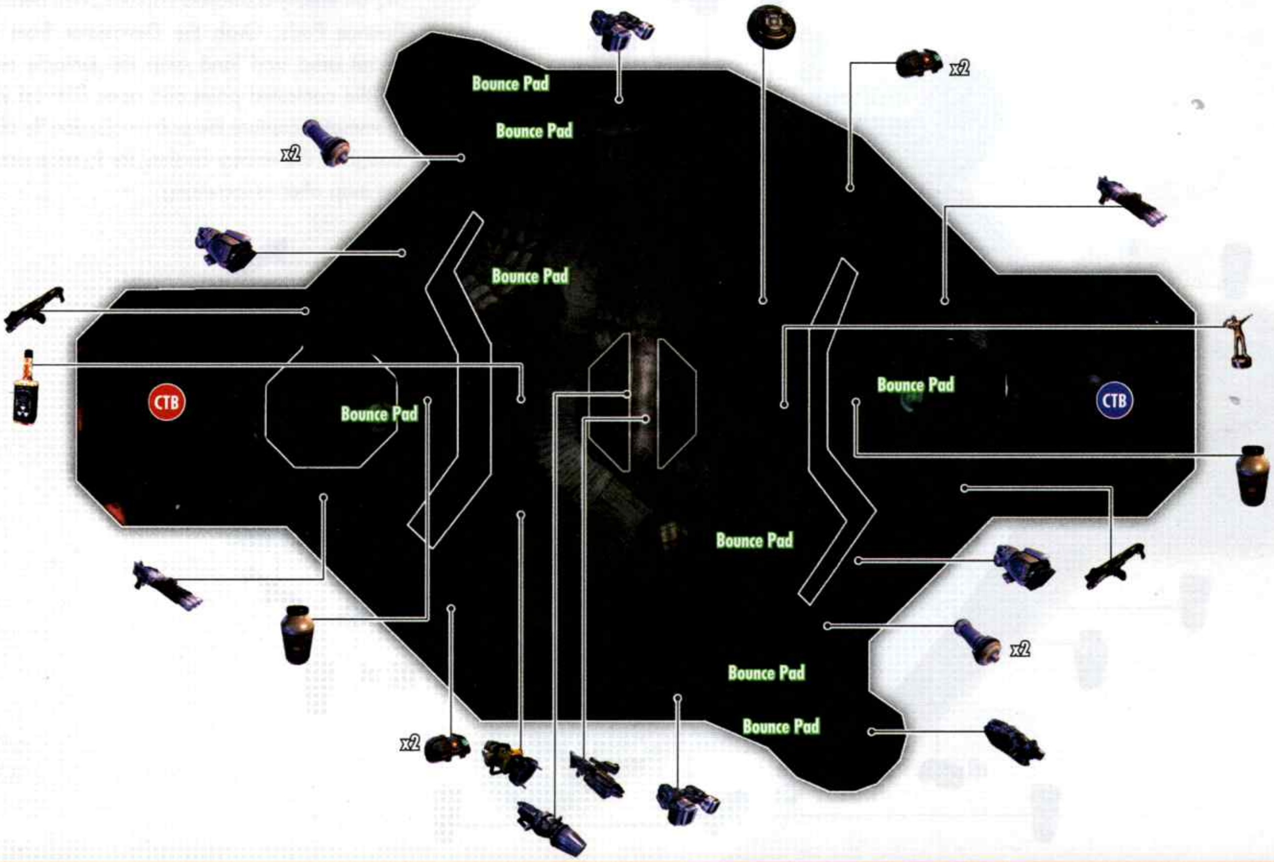

Bounce Pad
SECRET AREA
Bounce Pad
Bounce Pad
Bounce Pad
Bounce Pad

# CAPTURE THE BABE

The multiple routes leading to and from each team's base and across the map make games of Capture the Babe quite interesting, as one wrong guess can spell the difference between victory and defeat. Nevertheless, there are certain paths that make more sense, depending on whether or not you have the babe. Resist the temptation to place the Trip Mines along the right-hand path leading away from your spawn area, as it's unlikely that the enemy will be coming from that direction—it requires too much circumnavigation.

Instead, you can expect the enemy to arrive at your base via the hole in the center of the spawn area. Once in possession of your team's babe, they often exit through the upper left-hand path, use the Bounce Pad to access the center of the map, then Bounce Pad up to the tunnel on the other side to return to their base.

*It doesn't matter which way the babe carrier goes when he has an escort wielding a Devastator!*


x2
Bounce Pad
Bounce Pad
x2
Bounce Pad
Bounce Pad
CTB
CTB
Bounce Pad
Bounce Pad
x2
Bounce Pad
Bounce Pad
x2

## SECRET AREA: DEVASTATOR

The secret area is accessible during all modes except Capture the Babe. To reach it, rush to the lowest area in the center of the map and run to the west side near the wooden walkway to find the Jetpack. Turn to face *north (lower end of the stairs) and fly to the* top of the cave where an organic radial door is located. Open the door to enter a very small secret area housing a Devastator.

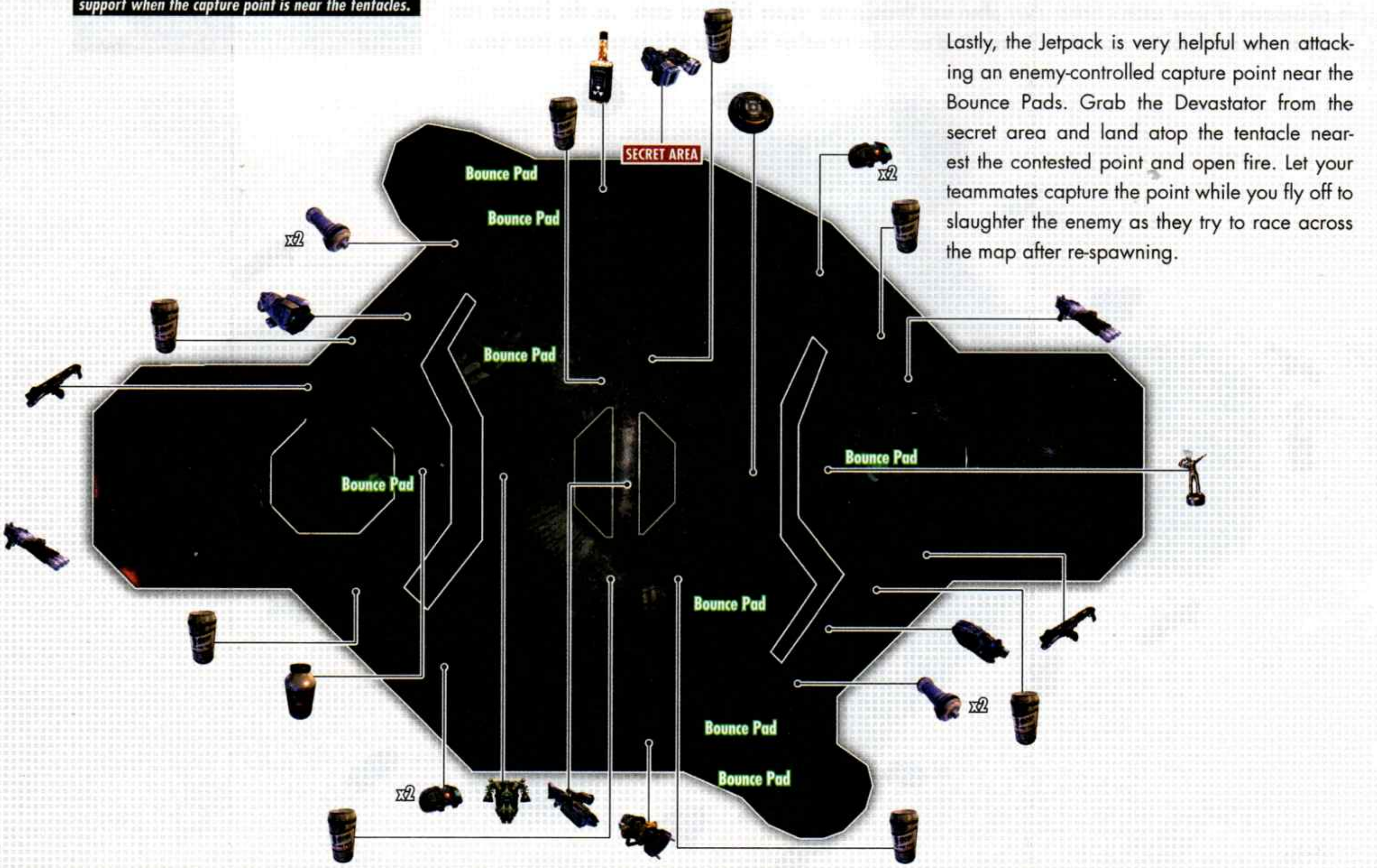
## HAIL TO THE KING

The weapons may have moved around a bit on this mode, but they're all still there—the RPG was moved from the lower tunnel to the southern tentacle. There are five capture points on this map: the aforementioned lower tunnel, one at each of the team spawn areas, and one at each corner of the map near the Bounce Pads. Work with teammates to identify which capture point is active and consider pausing for a few moments when it is the central point. This tight space is perfect for racking up multiple kills. Let the other team gather at the point, then attack from both ends with Pipe Bombs, the RPG, or even the Freeze Ray. Take over the point and pile on the points while the other team regroups.

***Use the Jetpack and Devastator to provide aerial support when the capture point is near the tentacles.***

The team spawn areas are one of those rare capture point locations where it's possible to keep all of the action in front of your team. Work with teammates to watch the various approaches, place Trip Mines in the tunnels and be ready with the Ripper and Shotgun to defend the point. A coordinated team can hold these points for an extended time, especially if one player is across the hole (near the Statue or Steroids pick-up) and catching enemies from behind as they attack.

Lastly, the Jetpack is very helpful when attacking an enemy-controlled capture point near the Bounce Pads. Grab the Devastator from the secret area and land atop the tentacle nearest the contested point and open fire. Let your teammates capture the point while you fly off to slaughter the enemy as they try to race across the map after re-spawning.



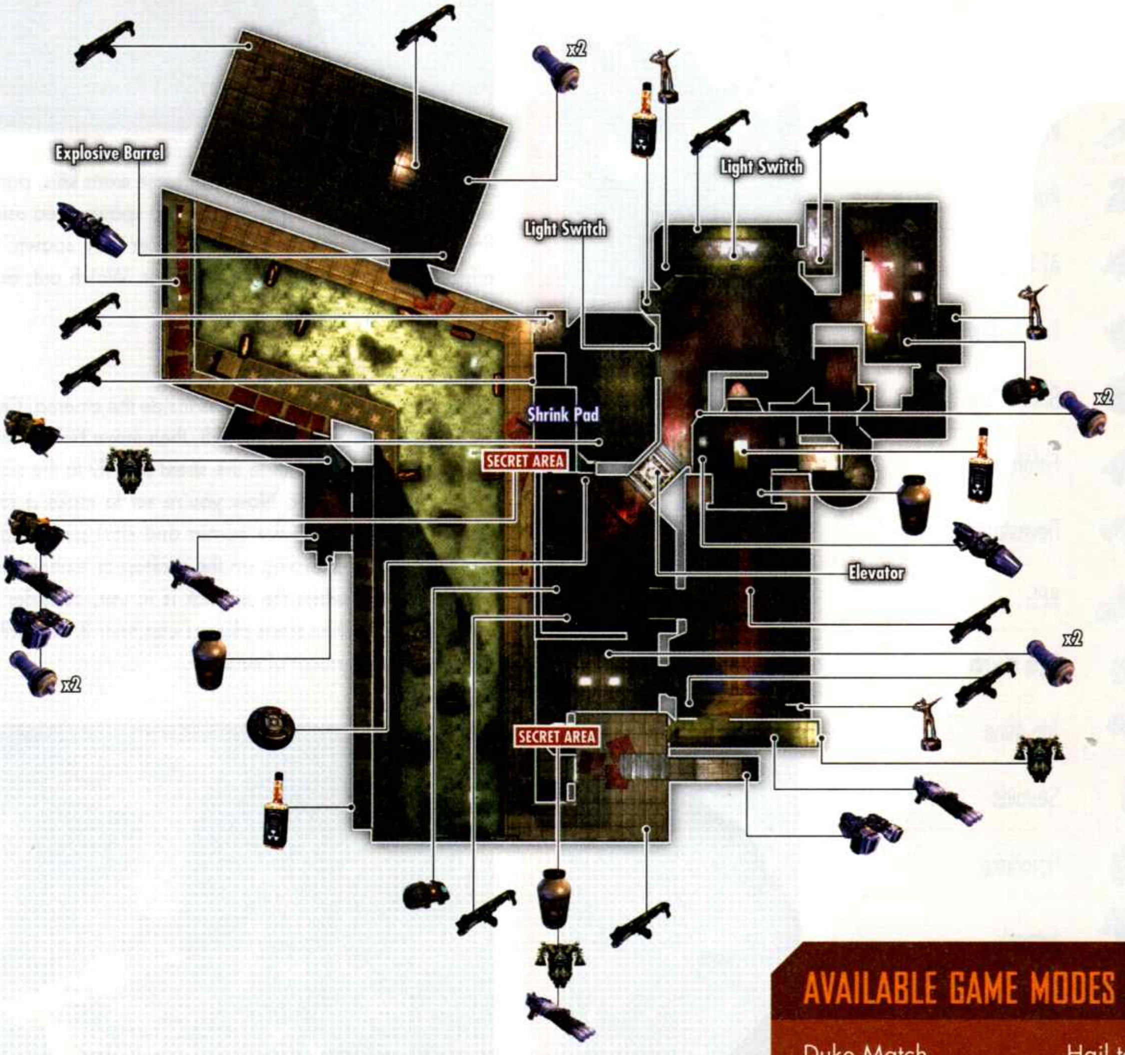
# HOLLYWOOD

A MAP FROM THE ORIGINAL DUKE NUKEM 3D.

The walls won't be stained only with paint by the time the fighting is done here! This sprawling, multi-story paintball arena blends close-quarters weapons combat with a heavy dose of Jetpack antics and rocket-propelled explosions for an entirely unique combat experience. This map truly requires players to shift between two dramatically different tactics when moving from outdoors to indoors. The theater, interior bathrooms and concession area are tight, twisty, and lead to numerous surprise encounters at very close range. The exterior street is quite expansive, yet lacks much in the way of cover. It's a virtual death trap for anyone without a Jetpack.

In a completely unique twist, one of the primary spawn points takes place high atop a fenced-in roof. The only way down is by plummeting numerous stories via garbage chute. And speaking of heights, one of the two secret areas is located behind a pass-through wall exceedingly high above the street. If you were looking for a truly hard-to-find secret area, then this is the right map.

## DUKE AND TEAM DUKE MATCH



### AVAILABLE GAME MODES

Duke Match

Team Duke Match

Hail to the King

# WEAPONS & POWER-UPS

Shotguns are the name of the game on the Hollywood map, as no fewer than 10 are available in each mode. The Ripper and Pipe Bombs weigh in with the second largest representation. Although you may want something a bit more powerful, players who avoid using the Jetpack should gather these more modest weapons, string together the Statue power-ups, and have at it!

The twisting halls in the paintball theater are no place for the Devastator and RPG—save them for the exterior! Steroids and Whiskey also play a big role on this map, in addition to the Jetpack. Much of the exterior street area, including all the pick-ups, are accessible on foot but taking this approach is very dangerous.

There are three Jetpacks, two RPGs and two Devastators on this map. Moving around on the street without a Jetpack, or while under the influence of Whiskey, is a fool's endeavor. Do so at your own risk, or unless you know everyone else is inside.

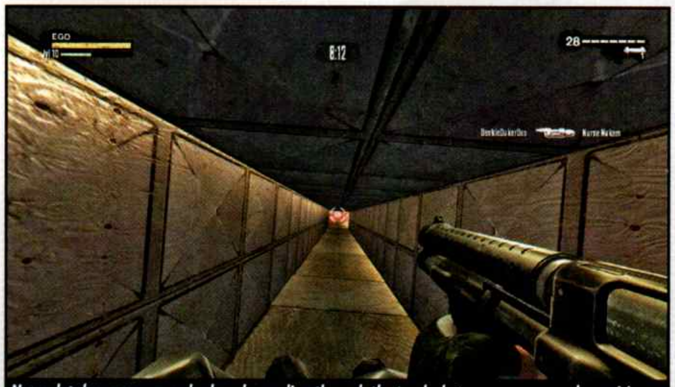
**WEAPONS/POWER-UPS MATRIX**

| NAME | | DM | TDM | CTB | HTTK |
|---|---|---|---|---|---|
| | Shotgun | 10 | 10 | - | 10 |
| | Ripper | 4 | 4 | - | 4 |
| | Railgun | - | - | - | - |
| | AT Laser | - | - | - | - |
| | Freeze Ray | 2 | 2 | - | 2 |
| | Shrink Ray | - | - | - | - |
| | Enforcer | - | - | - | - |
| | Devastator | 2 | 2 | - | 2 |
| | RPG | 2 | 2 | - | 2 |
| | Pipe Bomb | 6 | 6 | - | 6 |
| | Trip Mine | 2 | 2 | - | 2 |
| | Steroids | 3 | 3 | - | 3 |
| | Holoduke | 1 | 1 | - | 1 |
| | Jetpack | 3 | 3 | - | 3 |
| | Beer | - | - | - | 6 |
| | Statue | 3 | 3 | - | 3 |
| | Whiskey | 2 | 2 | - | 2 |

# GENERAL TACTICS

## DUKE ON A HOT WOODEN ROOF

Players frequently respawn on the upper rooftop in the northwest corner of the map, a potentially scary and confusing experience the first time it happens. First, the fall may be quite lengthy, but it won't prove fatal! That is, unless there's someone lying in wait on the street below. Consider tossing a Pipe Bomb down the chute before making the drop just in case another player is waiting on the ground. Similarly, if you just killed an enemy, he may very well spawn on the roof. Don't be afraid to camp the bottom of the chute (not within Pipe Bomb range), or perhaps even fire up the chute.

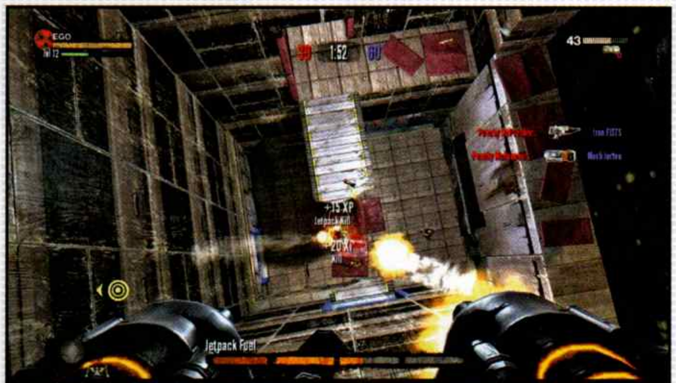


***Never let down your guard when descending through the trash chute; someone may be waiting for you to respawn.***

This is also a prime place to gain some extra kills, particularly if you possess the Jetpack. Fly up to the rooftop spawn area using the Jetpack and fire through the fence at enemies after they spawn. This is particularly effective with the RPG and Devastator. Watch out, as players can shoot through the fence, too!

## FLYING OUT OF THEIR SEATS

Another common spawn point is inside the cinema. Quickly leap onto the stage, grab the Statue to the left, then move behind the curtain to get the Jetpack and Ripper. Exit to the street and fly to the alcove directly above to find the Devastator. Now you're set to make a move on the streets! Grab the Whiskey in the corner and start patrolling from the air looking for players spawning on the rooftop or exiting the concession area. Remember that when the Jetpack is in use, consider setting down on a ledge now and then since players can hear it. This will conserve fuel and increase your element of surprise.

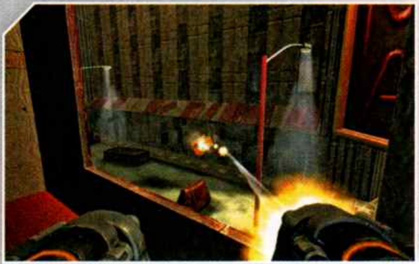


***Don't hesitate to fly higher than you might deem necessary, especially if you have the Devastator!***

The corner building opposite the theater marquee has another Jetpack, plus there's an RPG on the billboard at the end of the street. All of this is accessible on foot, but it's much simpler to reach them while flying. It's also easier to access the secret near the marquee with a Jetpack, although this is doable on foot. Enter the secret area to replenish your Devastator ammo, switch weapons, or grab some Pipe Bombs.

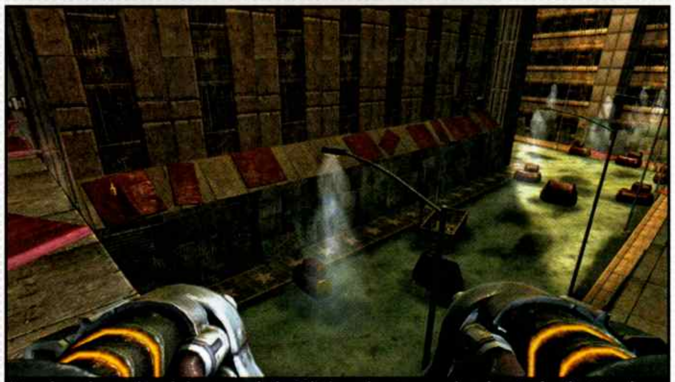
### A WORD ON SECRET AREAS

**Both secret areas on this map are hidden behind pass-through walls. This won't likely be an issue for the one located high on the wall in the south end of the map, but bullets (and rockets!) can also pass through these false walls. Throw a Pipe Bomb or fire the RPG into the secret area near the marquee before going inside. Once inside, exit quickly to avoid suffering the same fate, or take advantage of your ability to see through the wall to launch stealth attacks on passersby!**



## FOOT PATROL

Don't think for a second that you need the Jetpack to reach the pick-ups in the street. Players often spawn below the billboard, providing easy access to the RPG. Carefully hop up the padded barriers to the ledge and leap and grab the RPG underneath the billboard. You'll be a sitting duck out in the open, so make a quick run along ledge to the corner room where the Jetpack and Steroids are situated. Many enemies will enter this area to get the Jetpack, but few look for the Steroids. Consider hiding out in the alcove with the Steroids to surprise players as they enter through the window.



*Run along the southern ledge to reach the Whiskey, then turn north and sprint for the Jetpack and RPG further up the road.*

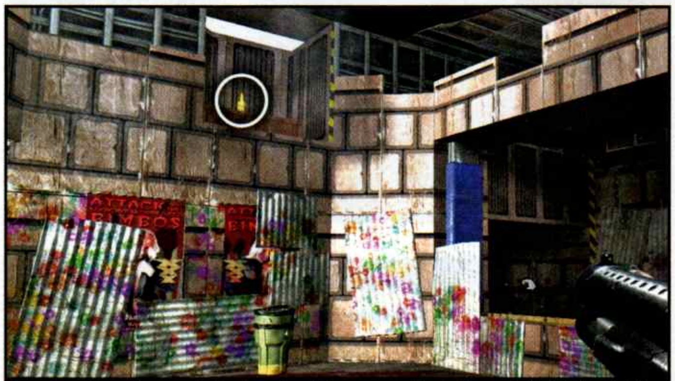
It's also possible to reach the Whiskey, the Devastator, and even the secret area all on foot. This is important for those spawning in an area away from the Jetpacks. Enter the cinema room and proceed up the sloped walkway to the right of the screen. This loops around to the bridge-like platform that leads to the Devastator. Use one of the narrow ledges that ring both sides of the street area to access the Whiskey, the room on the corner, the RPG, or even the secret area. Leap onto the corrugated metal near the marquee to reach the secret area.

### DUMPSTER DIVING TO SAFETY

**It's a lonely feeling, being caught out in the open when there are one or two Jetpacking playing patrolling the sky. Unless you're armed with the RPG, it's best to just run, leap and zigzag back inside. However, there is an alternative if you don't get spotted by the fliers. Climb into the small dumpster on the south end of the street and crouch down. It's very easy to overlook a stationary target inside a known obstacle when flying around, thus giving the player on the street a clean shot. Use the Pistol or Ripper to target the Jetpack for a very gratifying kill!**

## SWAT TACTICS AT THE THEATER

The interior section of Hollywood is very different from the outside street and it rewards players who adapt their playing style accordingly. The Shotgun is king here, as is the ability to move quickly, check the corners, and swiftly sweep through a room. Statues are in abundance throughout the theater and it pays to grab them whenever possible, even if only to make another player wait for it to respawn. Make frequent trips through the concession area and projection room to claim the Whiskey in each area; jump atop the garbage can near the concession counter to reach the Whiskey on the ledge in that room.



*Jump from the garbage can to the top edge of the corrugated metal to reach the Whiskey in this upper alcove.*

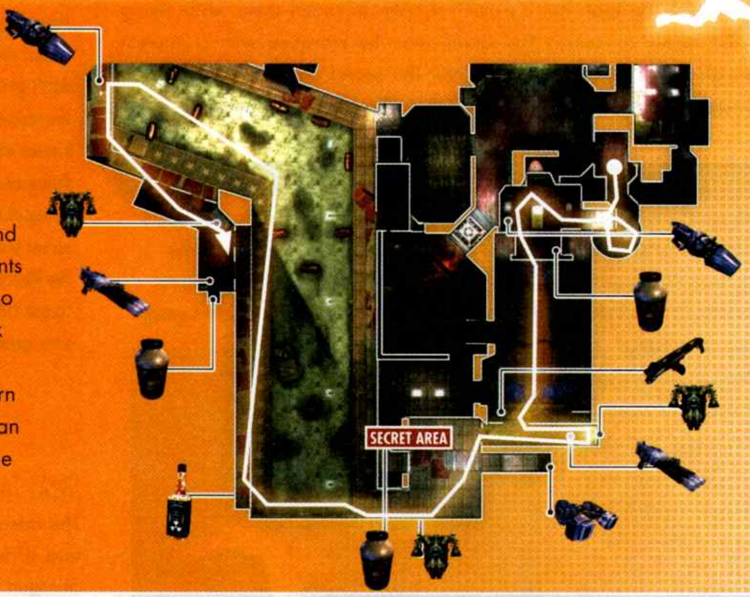
Unlike other maps, there are only two Trip Mines on the entire map, one in the game room and the other in the bathroom. Place one of the Trip Mines near the elevator to catch players blinded by the disco lights as they go for the Holoduke pick-up. Place the other one inside the nearby spiraling stairway or inside the projection room (behind the crates) near the RPG.

The element of surprise can be a big advantage in the theater. There are numerous spots where players can launch an attack by firing at enemies from an elevated perch. This is possible near the concession counter (near the Whiskey) and by the elevator (close to the Pipe Bombs). Firing down at enemies from the projection room is also an option. Give yourself another advantage by turning off the lights in the concession area (look for the switch next to the cash register). Although this will result in a small change, it can help a player wearing a dark colored shirt blend into the background a bit better. There's a second light switch near the entrance by the Shotguns.

## HOT ROUTE

It's best to run back and forth along this route rather than in a loop to get the Jetpacks, Whiskey bottles, and RPGs. Note that the following description assumes a spawn location near the concession counter.

Sprint up the spiraling staircase to reach the projection room and grab the RPG and Whiskey for invincibility. Fire at any opponents in the theater below, then leap through the open window and go behind the curtain to get the Jetpack. Fly out to the street to pick up the Whiskey. Fight off any enemies here en route to the RPG near the billboard and the Jetpack inside the corner room. Return the way you came, but cut the route off at the theater. Rather than return to the projection room, simply grab the Jetpack behind the curtain and swap weapons for the Devastator near the bridge.



*Duke likes it when you leave the lights on.*

**STEEL COFFIN**

**The elevator can quickly bring players from the game room to the upstairs concession area, but at what cost? Anyone in either room will hear the elevator coming and it's just too easy to get trapped inside as it comes to a stop. In fact, one of the easiest ways to get a kill on this map is to drop a Pipe Bomb on the floor near the elevator and remotely detonate it when the enemy steps out.**

Take some time to learn how to use the security monitors scattered throughout the map. There's no time to sit and stare at the tube for too long, but a quick glance may reveal where a firefight is taking place, or even where another player is camped out. The monitors automatically cycle from one room to the next every few seconds, so check them out.

## HAIL TO THE KING

Hail to the King matches on the Hollywood map will test players unlike on any map thanks to the map's complexity and varying size of the space in which the capture points are placed. Whereas some of the capture points are inside the theater (near the game room, by the concession), others are in the street. The susceptibility to overhead fire of nearly every capture location makes it necessary to keep an eye to the sky when defending; always be on the lookout for a Jetpack or balcony when on the offensive.

5:24
NOW PLAYING
TEAM RED HAS SCORED

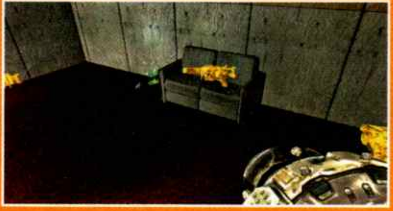
*Resist the urge to run into an uncontested capture point in the street—it likely means there's a Jetpacking opponent with an RPG nearby.*

The capture points in the street are near each of the secret areas, making it possible to gain quick access to some very useful power-ups and weapons. Coordinate with teammates and determine who will get them so that half the team doesn't move away from the capture point. This goes for the capture point inside the theater as well: make sure one player heads to the projection room to claim the Whiskey and RPG before the enemy.

The other capture points are in rather tight spaces, so it can be tricky to coordinate a defense. Sometimes, though, the best defense is a good offense. Try to have as many players armed with the Shotgun or Ripper as possible and make sure your teammates take full advantage of the available Whiskey, Statues, and Beer.

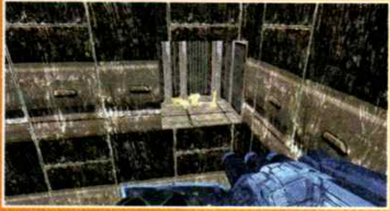
## SECRET AREA #1: DEVASTATOR, FREEZE RAY, RIPPER, 2X PIPE BOMBS

The first secret area is located along the main road to the right of the cinema. There's a large room hidden behind the pass-through wall directly above the corrugated metal to the right of the marquee. It's easiest to simply fly through the wall using the Jetpack, but it is possible to enter on foot. To do so, follow the narrow ledge around the corner from the south, then leap onto the metal and into the secret area.

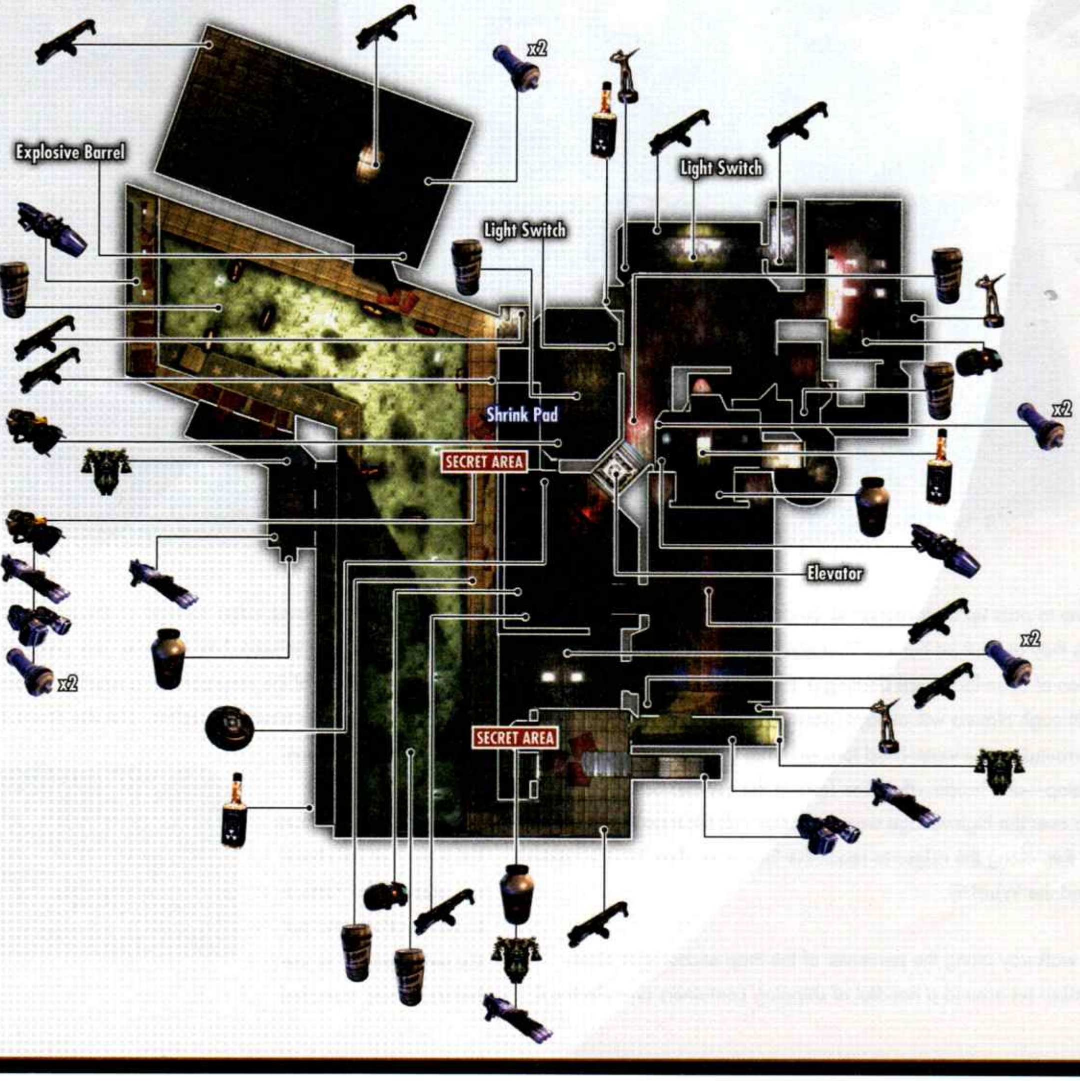


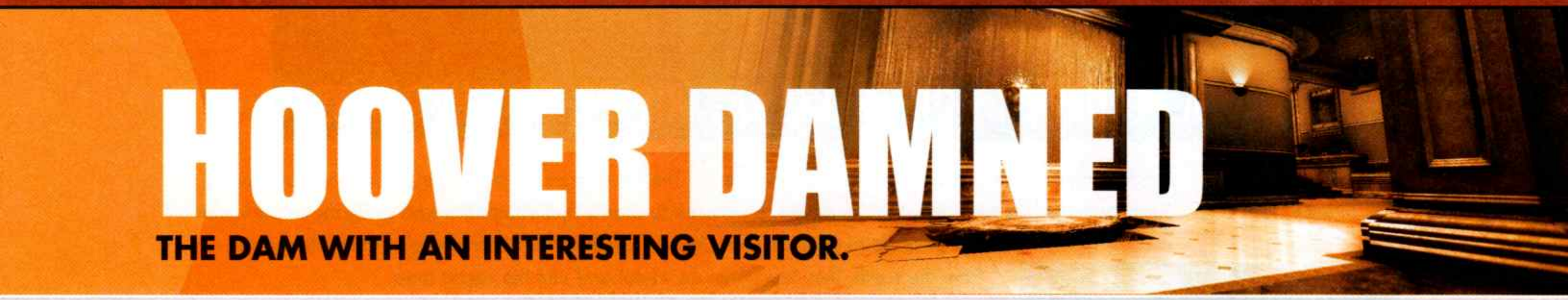
This area contains a wealth of weapons and Pipe Bombs and a Shrink Pad. Keep the secret area's location a mystery by using the Shrink Pad to escape to the game room. Approach the tiny hole in the wall near the floor, then crouch to enter it in Duke's shrunken state (yes, it's really so small that you need to crouch even while shrunk). Duke will drop to the floor in a relatively safe corner of the game room.

## SECRET AREA #2: RIPPER, STEROIDS, JETPACK



Acquire the Jetpack from behind the stage in the theater and exit to the street. Face west in the small area where the platforms extend like a partial bridge. Take to the skies to the right of the doorway and count seven of the alternating dark bands of metal. There is a small secret area behind the wall panel high on the right-hand side of this towering structure. Push against the wall surface to reveal it. The wall will disappear briefly, making it possible to see the opening when backing up. Fly through the wall to access the weapons stash. Be sure to grab the Jetpack to refuel.

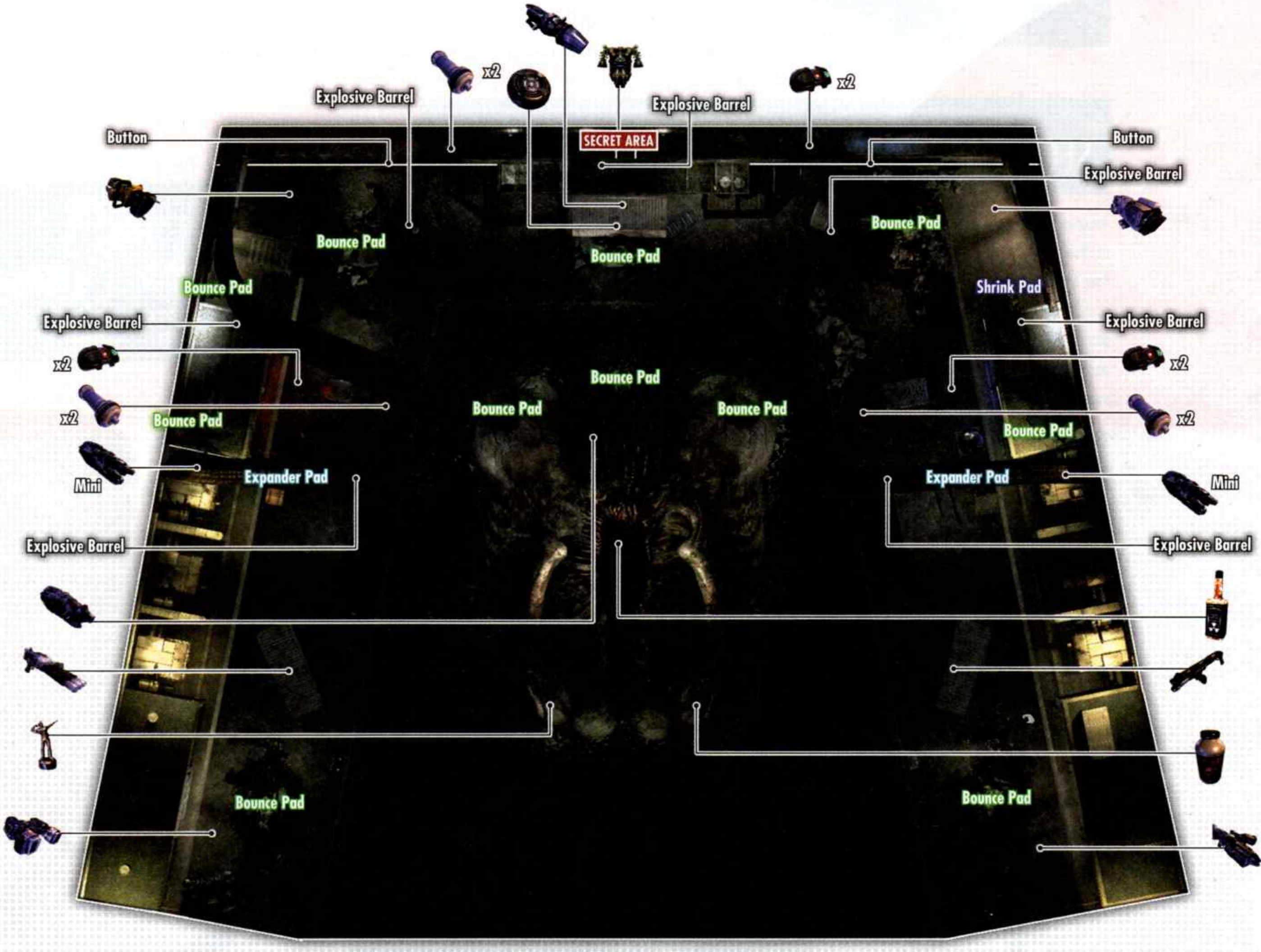




# HOOVER DAMNED

**THE DAM WITH AN INTERESTING VISITOR.**

## DUKE AND TEAM DUKE MATCH


x2
Explosive Barrel
SECRET AREA
Explosive Barrel
x2
Button
Button
Explosive Barrel
Bounce Pad
Bounce Pad
Bounce Pad
Bounce Pad
Shrink Pad
Explosive Barrel
Explosive Barrel
x2
x2
Bounce Pad
Bounce Pad
Bounce Pad
x2
x2
Bounce Pad
Expander Pad
Expander Pad
Mini
Mini
Explosive Barrel
Explosive Barrel
Bounce Pad
Bounce Pad

Duke isn't one to pass up an invitation to go skinny dipping with the ladies, but he insists they at least be human. That can't be said for the massive amalgamation of alien lady-parts floating in the electrified water of Hoover Damned. Although players will always spawn along the grounded concrete walkway surrounding the water-filled tank on three sides, the action gets hot and heavy atop—and inside—the alien form in the middle. Use the Bounce Pads to leap over the high-voltage waters, or else risk the most shocking of discoveries. Run along the ridges to reach the Statue, or dive into the central crevice to find the Whiskey.

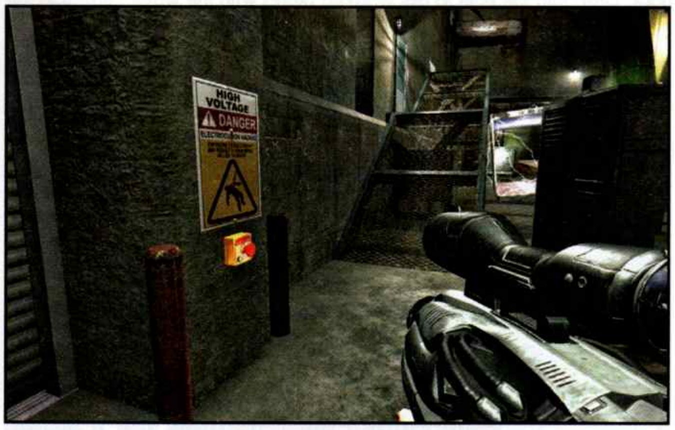
The narrow walkway along the perimeter of the map encourages close-quarters combat set around a handful of shipping containers and electrical generators. The elevated ledge set high on the northern wall provides refuge for those who prefer to keep their enemies at a distance. Similarly, both the west and east sides of the map contain a small side room where players may try to escape the main lines of fire. Use the Shrink Pads to access a small drainage channel underneath the floor that leads to a miniature Enforcer. Exit the channel, step on the Particle Expander Pad, and put the new weapon to use before getting trampled.

### AVAILABLE GAME MODES

Duke Match
Team Duke Match
Capture the B
Hail to the Ki

### IT'S ELECTRIC!

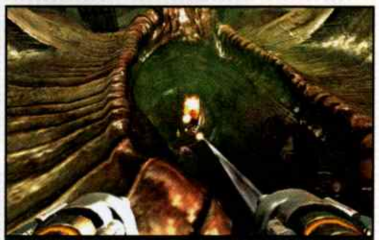
The electricity charging through the metal container on the northern side of the map is deadly to the touch, but it can be turned off. Use either of the buttons flanking the container along the northern wall to cut the power for roughly 15 seconds. Sprint to the container and grab the Holoduke from within. Deploy the Holoduke to gain invisibility, then use the ramp on either side to leap onto the container to pick up the RPG before the electricity returns. This is a great way to gain two of the most valuable items without drinking the Whiskey.



## GENERAL TACTICS

### DRUNKEN DEVASTATION

There are a number of successful first moves to take at Hoover Damned, depending on your preferred style of play and initial spawn location. Those starting on the western (red) side of the map should grab the Devastator and briefly pause before using the Bounce Pad to leap onto the alien. Any opponent who attempts to obtain the Whiskey from the other side of the map will be a sitting duck! Additionally, if a teammate grabs the Devastator first, head straight to the Bounce Pad, grab the Whiskey, and use the Bounce Pad inside the alien tunnel to reach the RPG atop the electrified shipping container.



*Grab the Devastator, pause for a moment, then use the Bounce Pad to reach the alien and blow up anyone going for the Whiskey. There's always one…*

### RAILGUN SNIPING

If you're starting from the eastern (blue) side of the map, grab the Railgun and use the Bounce Pad to reach the alien in the middle. Go for the Whiskey if you want, however, it's probably more advantageous to sneak around the outer edge of the alien to lay claim to the Steroids or Statue. Either side serves as a useful vantage point from which to snipe.

*The Railgun is a one-shot kill even without the Statue, but the double-damage bonus helps if you need to make a quick escape.*

## WEAPONS & POWER-UPS

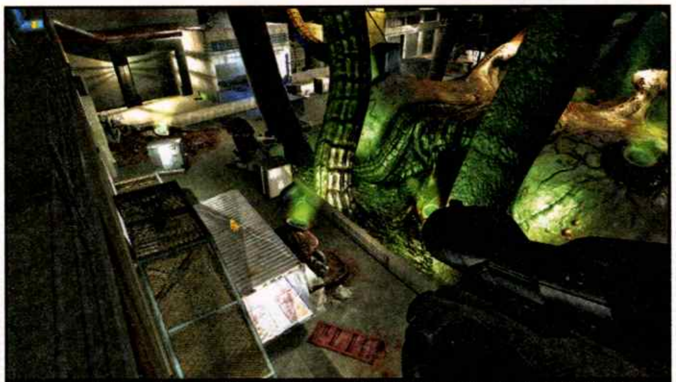
The entire assortment of weapons and power-ups are in play during DM, TDM, and CTB matches and only the Freeze Ray is absent during HTTK matches. Perhaps the most significant difference between each mode is the presence of a lone Devastator in the southwest corner during DM and TDM matches, thus giving players who spawn in that area an early advantage, while those on the other side of the map have access to a Railgun.

Note that the Jetpack is not in play during CTB matches, as the secret area becomes home to the Steroids. Similarly, the Holoduke inside the electrified container is not available during HTTK matches. The power-ups located atop the alien in the center require some careful balance; take it slow to avoid falling off the narrow ridge.

**WEAPONS/POWER-UPS MATRIX**

| ITEM | | DM | TDM | CTB | HTTK |
|---|---|---|---|---|---|
| | Shotgun | 1 | 1 | 2 | 2 |
| | Ripper | 1 | 1 | 2 | 2 |
| | Railgun | 1 | 1 | 1 | 1 |
| | AT Laser | 1 | 1 | 1 | 1 |
| | Freeze Ray | 1 | 1 | 2 | - |
| | Shrink Ray | 1 | 1 | 2 | 2 |
| | Enforcer | 2 | 2 | 2 | 2 |
| | Devastator | 1 | 1 | 2 | 2 |
| | RPG | 1 | 1 | 1 | 1 |
| | Pipe Bomb | 6 | 6 | 6 | 6 |
| | Trip Mine | 6 | 6 | 6 | 6 |
| | Steroids | 1 | 1 | 1 | 1 |
| | Holoduke | 1 | 1 | 1 | - |
| | Jetpack | 1 | 1 | - | 1 |
| | Beer | - | - | - | 9 |
| | Statue | 1 | 1 | 2 | 1 |
| | Whiskey | 1 | 1 | 1 | 1 |

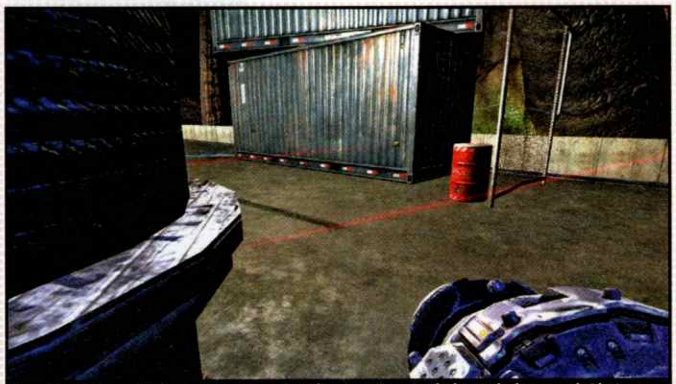
The ridges atop the alien aren't the only spot to use the Railgun. Grab the Railgun at the start of the round, sprint for the Trip Mines and then use the Bounce Pad on the right to reach the roof of the control room. Run along the pipe to the ledge on the northern side of the map. Gather more Trip Mines and throw them in the recesses so they can't be shot (the black body of the Trip Mine is often more revealing than the laser). Crouch and back into a recess to snipe opponents from atop the alien. This is an excellent vantage point, as it overlooks multiple capture points in HTTK matches and also provides a view onto the two ridges where the Steroids and Statue are located.



*Lay some Trip Mines down on either side, then use the Railgun to snipe enemies atop the alien and near the containers below.*

## TRIPMINING AWAY

The relatively narrow width of the concrete walkway surrounding the perimeter of the map makes for some deadly Trip Mine usage! Although Trip Mines tend to be easily detectable on this map when set against the gray background of the concrete, you can counter this by placing them in duplicate so that the player leaps over one and lands on the other.



*Enemies might avoid the first Trip Mine, but they won't get so lucky with the second. Placing them near explosive barrels will result in multi-kills.*

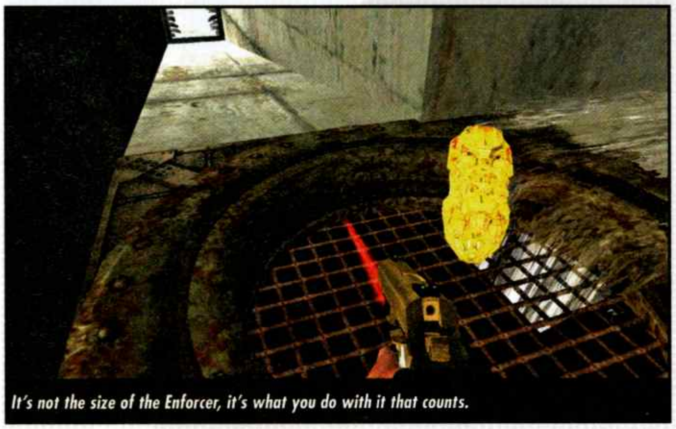
Toss Trip Mines inside the electrified container, low on the side wall, so the laser extends across the container near the Holoduke power-up. Players are often so amped to rush in and grab the Holoduke before the electricity returns that they will fail to spot the laser from the Trip Mine. It's also completely worthwhile to place Trip Mines along the upper northern ledge, even if you don't have the Railgun to do any sniping.

### BARRELS OF DUKE BLOOD

**Explosive barrels are every bit as deadly as Trip Mines. Place Trip Mines near them to register some multi-kills, or use the Pistol or Ripper to detonate them from afar. The red barrels don't respawn, though, so make your shots count!**

## SHRUNKEN MASTER

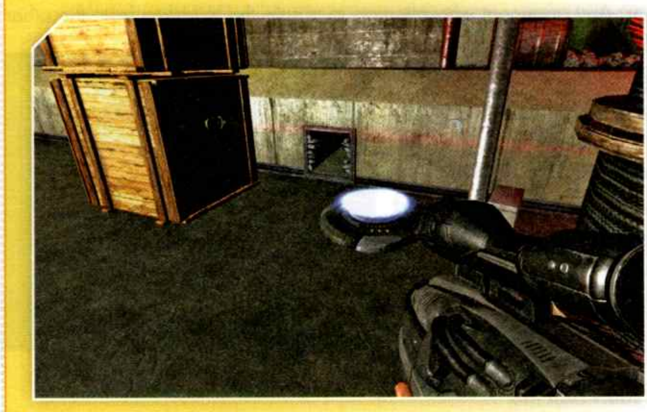
There are two Enforcers on this map (one on each side), but you must be small to reach them. Locate the Shrink Pad in the control room on either side of the map and shoot the grate in the wall to access the hole in the floor. Drop into the hole to get whisked along with the water current to the Enforcer. Quickly grab the weapon and sprint to the right to exit the tunnel before the effects of the Shrink Pad where off. The Enforcer's homing ability is an excellent counter to enemies wielding the Devastator or AT Laser.



*It's not the size of the Enforcer, it's what you do with it that counts.*

### FOLLOWERS OF SHRUNKEN MASTER

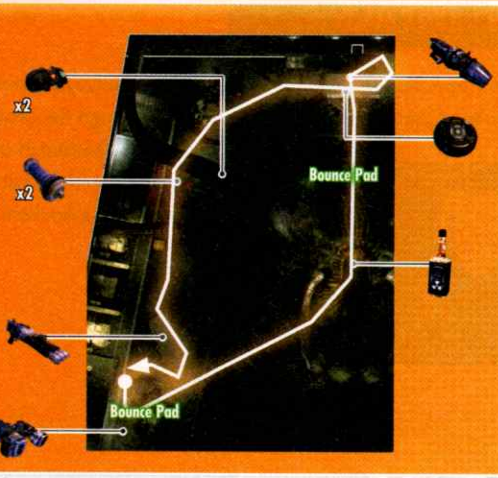
**Playing with people who routinely go for the Enforcer? Make them think twice by throwing a Trip Mine while floating in the water in the drainage channel—no one can avoid the Trip Mine while riding the waterslide!**



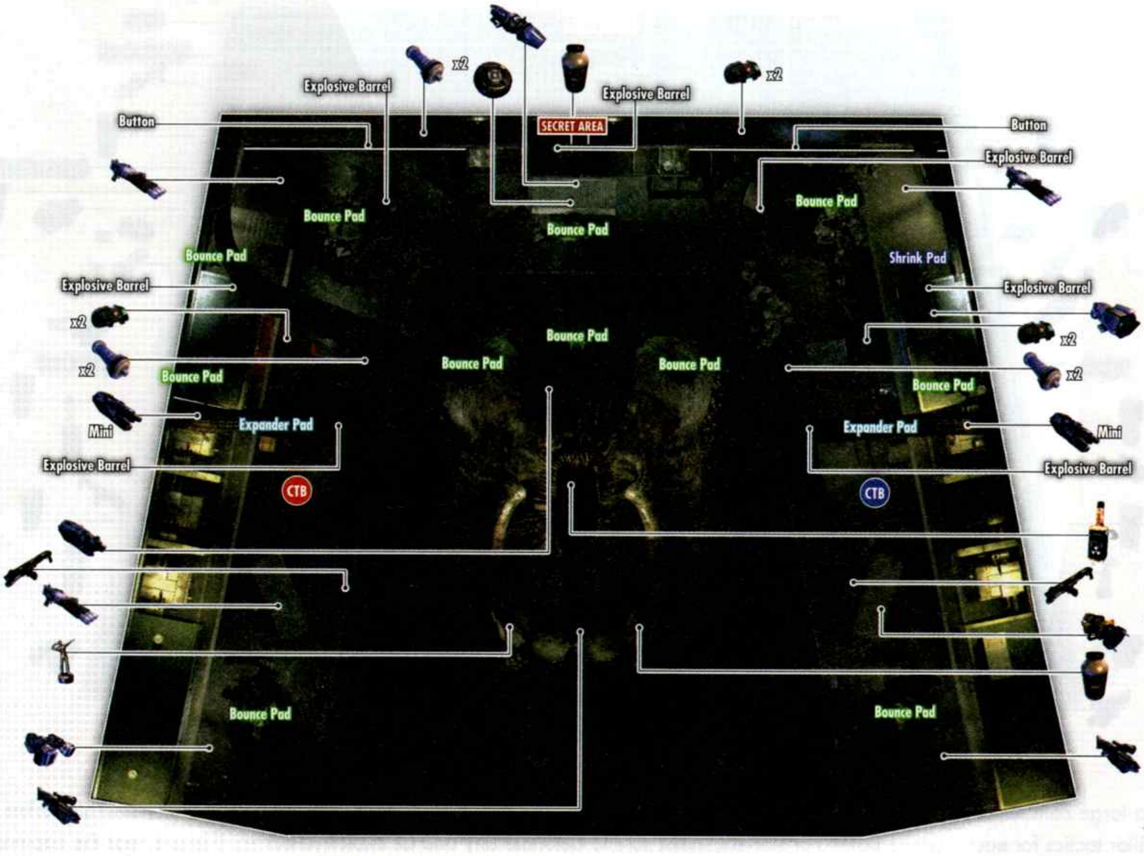
**Also, consider placing a Trip Mine on the wooden crate in line with the Particle Enlargement Pad outside the mini-route. Throw the Trip Mine high enough so a shrunken player can't spot it, but low enough so that the player is instantly killed upon enlarging.**

## HOT ROUTE

Start this route at the Devastator pick-up. Grab the weapon near the spawn point, then use the Bounce Pad to reach the Whiskey. Use the Bounce Pad while invincible to reach to the RPG (or to the walkway if the Whiskey hasn't re-spawned yet), then drop off the side of the container and grab the Holoduke from inside it. Instantly deploy the Holoduke and use the weapons and Pipe Bombs to blast a path of destruction back to the Devastator. Pause for a moment if the coast is clear and use the RPG's lock-on ability to gain a target or two before repeating the route.


x2
x2
Bounce Pad
Bounce Pad

## CAPTURE THE BABE


x2
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SECRET AREA
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Mini
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Explosive Barrel
Explosive Barrel
CTB
CTB
Bounce Pad
Bounce Pad

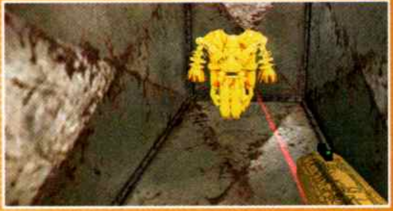
Each team's Babe is positioned in the southwest and southeast corners of the map, respectively, and both teams have access to a nearby Devastator so expect plenty of firepower. At least one player should grab the Devastator and head directly for the Whiskey inside the alien, which makes reaching the enemy babe much easier!

It's possible to cross the map rather quickly by using a Bounce Pad to reach the alien, and then running and leaping onto the tentacle that extends outward to the enemy's side. This is definitely recommended, especially if your team has two other members drawing attention along the standard path. The path you should take with the babe depends on your teammates' positions and those of your opponents. By all means, take the safe route around the perimeter if you have an escort. But, when flying solo, take to the Bounce Pads to bypass the northern portion of the map where an adversary may be lying in wait.

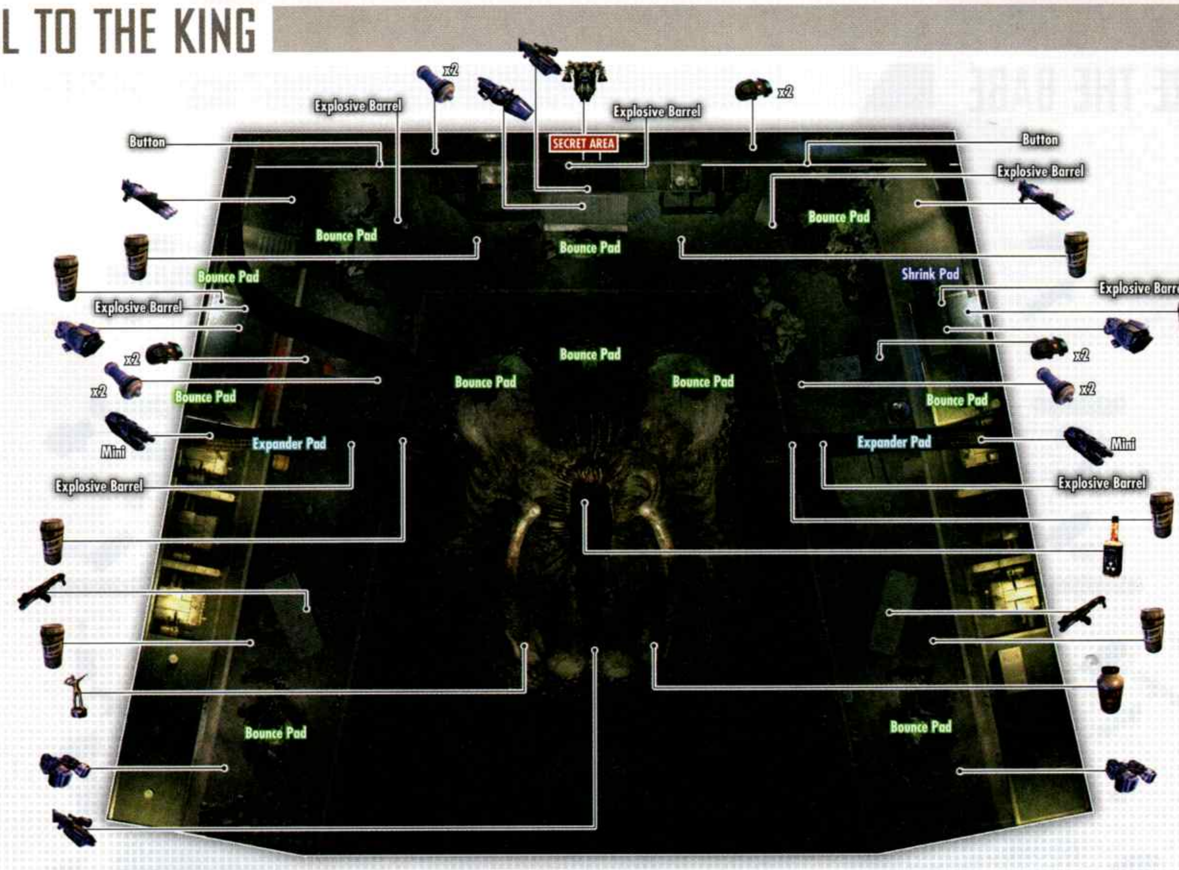
*No reason to fear the enemy's shotgun when you're invincible. The Whiskey will never let you down!*

## SECRET AREA: JETPACK

Circle around the watery tank via the main walkway to the electrified silver container on the north side of the area. Locate the grate on the wall directly behind this container. Crouch down and walk straight through the grate—it's magic!—to lay claim to the power-up. This secret area contains a Jetpack during Duke Match and Hail to the King matches and Steroids during Capture the Babe matches. Players should expect to encounter elevated fire coming from the north; use the Jetpack to fly above the water and take them out from the south!



## HAIL TO THE KING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Explosive Barrel
Explosive Barrel
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Bounce Pad
Bounce Pad
Bounce Pad
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Bounce Pad
Bounce Pad
Expander Pad
Expander Pad
Mini
Mini
Explosive Barrel
Explosive Barrel
Bounce Pad
Bounce Pad

There are a large number of capture points for HTTK matches at Hoover Damned, but only one is located atop the alien. This makes it possible to employ similar tactics for each capture point. For starters, make sure to detonate any and all explosive barrels that are near the capture point before entering. It's way too easy for someone to shoot a barrel and kill half your team when you're being careless. Second, split up! Too many teams will try to place three or even four members into the capture circle. This is fine on larger maps when it may take longer for your rivals to reach the capture point after re-spawning, but it's dangerous on this map. It's better to have one or two enemies outside the circle, providing cover fire. This way, even if those in the circle are killed, the others can rush to contend the point until their teammates re-spawn.

The pick-ups certainly play a big role in HTTK matches, particularly the Pipe Bombs, Steroids, and Statue. Remember that most enemies will be drinking Beer to gain some enhanced damage protection, so use the Steroids and Statue for an attack power boost. Lastly, having a player completely sacrifice his own personal point-scoring ability to provided elevated support can go a long way. Take the Railgun and some Pipe Bombs and head up the northern walkway. Snipe anyone running alone, then toss down some Pipe Bombs for those approaching in groups.

***Two in the circle, one watching atop the alien, and another providing elevated support to the north. Game. Set. Match!***

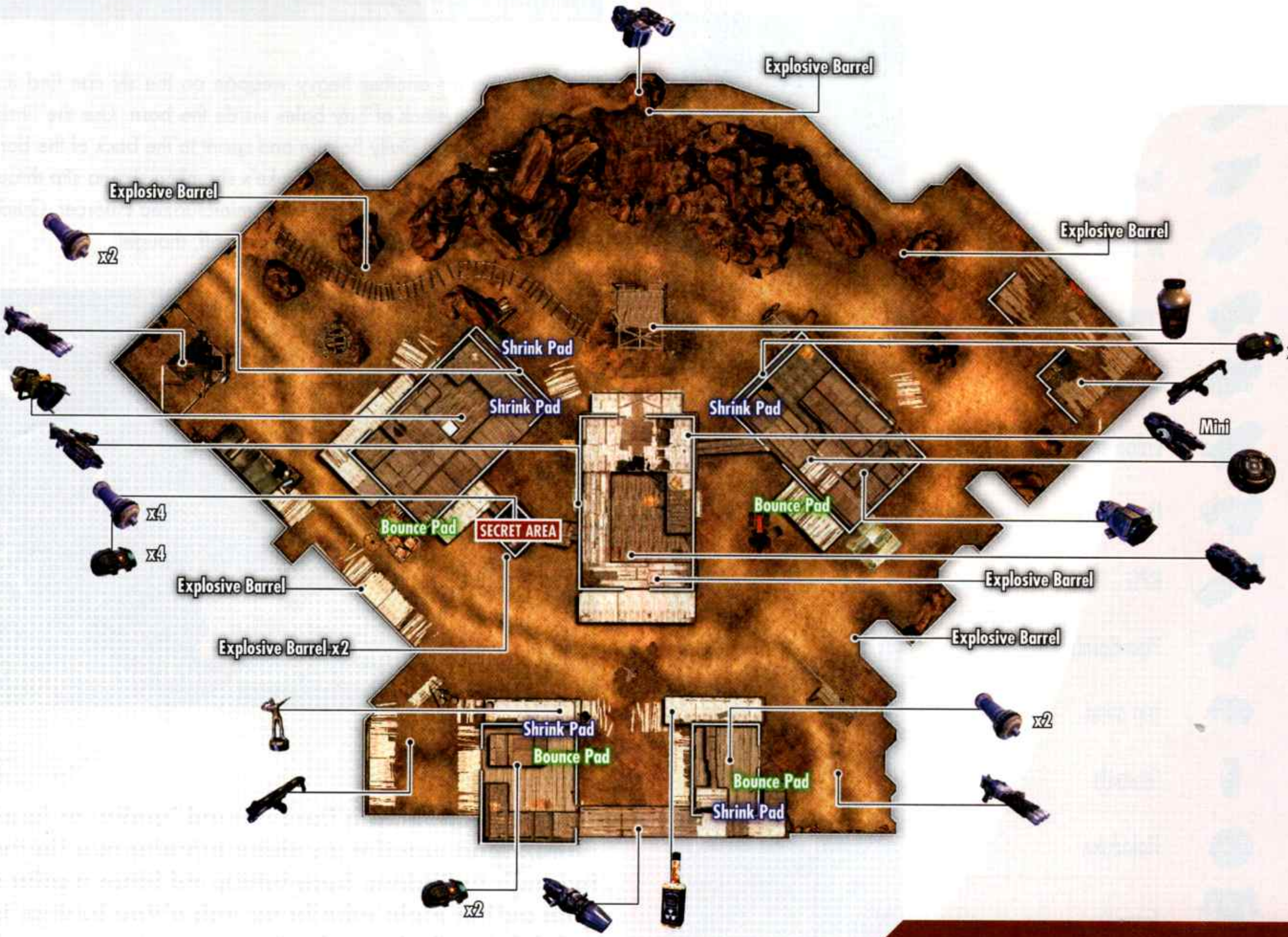
# MORNINGWOOD

A GHOST TOWN IN THE NEVADA DESERT.

## DUKE AND TEAM DUKE MATCH

Grab your cowboy hat and spurs, because it's time to bring the fight to the old west! The long-abandoned town of Morningwood is about to see its first shoot-out in decades and the action is as hot as the Nevada sand. This symmetrical map packs every weapon and power-up in the game, along with more than a half-dozen explosive barrels. Much of the fighting will take place on the southern half of the map in the vicinity of the RPG. The interiors of the three central structures will also get their fair share of gunfights.

The RPG is a hotly-contested weapon on this map, more so than any other, but there are plenty of other options. For starters, there are six spots on the map that are only accessible while in a shrunken state. Use the power of the Shrink Pads to claim the Enforcer and load up on Trip Mines and Pipe Bombs too. The Devastator is often overlooked amongst the rocks north of the mine cart tracks and makes a healthy alternative to the RPG. And for those who prefer to combine the Shotgun or Shrink Ray with the power of the Holoduke and Whiskey, check out the tactics for this map's hot route.


Explosive Barrel
Explosive Barrel
x2
Explosive Barrel
x2
Shrink Pad
Shrink Pad
Shrink Pad
Mini
x4
x4
Bounce Pad
SECRET AREA
Bounce Pad
Explosive Barrel
Explosive Barrel
Explosive Barrel x2
Explosive Barrel
x2
Shrink Pad
Bounce Pad
Bounce Pad
Shrink Pad
x2

## AVAILABLE GAME MODES

- Duke Match
- Team Duke Match
- Capture the Babe
- Hail to the King

# WEAPONS & POWER-UPS

The weapon selection doesn't change much between game modes, but the location of the weapons do. There are more Freeze and Shrink Rays during Capture the Babe games. The key difference in the objective-based modes is that there is a greater concentration of weapons around the center of the map, as the Ripper and Shotgun (which are typically in the southern corners of the map) are closer to the team spawn areas.

Power-ups are largely unchanged across the different modes, although the Statue and Whiskey power-ups are much easier to reach during Capture the Babe games. The net result is that it draws less attention to the RPG during objective-based modes, making it potentially easier for someone to sneak off and get it, much like the Devastator to the north. On the other hand, players moving through the buildings in the center of the map must be extra careful, as a player in that area will likely have a deadly weapon in hand.

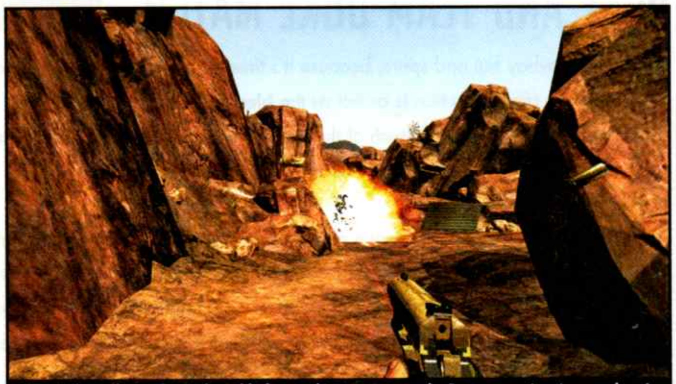
### WEAPONS/POWER-UPS MATRIX

| ITEM | DM | TDM | CTB | HTTK |
|---|---|---|---|---|
| Shotgun | 2 | 2 | 2 | 2 |
| Ripper | 2 | 2 | 2 | 2 |
| Railgun | 1 | 1 | 1 | 1 |
| AT Laser | 1 | 1 | 1 | 1 |
| Freeze Ray | 1 | 1 | 2 | 1 |
| Shrink Ray | 1 | 1 | 2 | 1 |
| Enforcer | 1 | 1 | 1 | 1 |
| Devastator | 1 | 1 | 1 | 1 |
| RPG | 1 | 1 | 1 | 1 |
| Pipe Bomb | 8 | 8 | 8 | 8 |
| Trip Mine | 8 | 8 | 8 | 8 |
| Steroids | 1 | 1 | 1 | 1 |
| Holoduke | 1 | 1 | - | 1 |
| Jetpack | - | - | - | - |
| Beer | - | - | - | 10 |
| Statue | 1 | 1 | 1 | 1 |
| Whiskey | 1 | 1 | 1 | 1 |

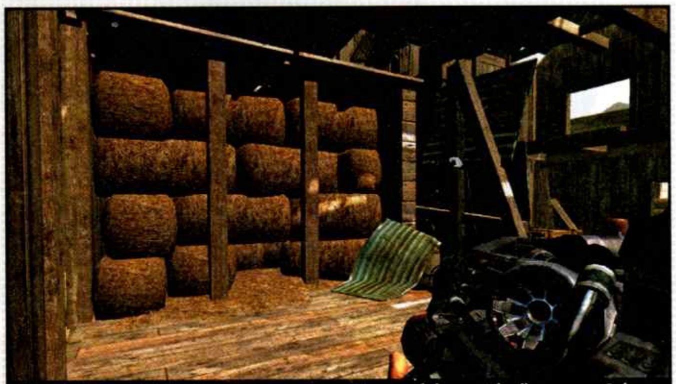
# GENERAL TACTICS

## THE PATHS LESS TRAVELLED

There's just something about the RPG at Morningwood that draws a crowd. Let the horde head south while you branch off to the north to get the Devastator. Follow the rocky path uphill from the mine cart tracks until you reach the Devastator in the center. Do yourself a favor and shoot the explosive barrel before getting too close, just in case there's someone waiting to spring a trap from the other side.


*Always shoot the explosive barrel before making a move on the Devastator, just in case there's an adversary looking to blast you with lead.*

Those looking for another heavy weapon on the sly can find it tucked away within the stack of hay bales inside the barn. Use the Shrink Pad behind the Parched Gully Saloon and sprint to the back of the barn (center building) and go inside. Use Duke's shrunken size to slip through the gap in the stack of hay bales to find a miniaturized Enforcer. Quickly exit before the effects of the Shrink Pad wear off, though!

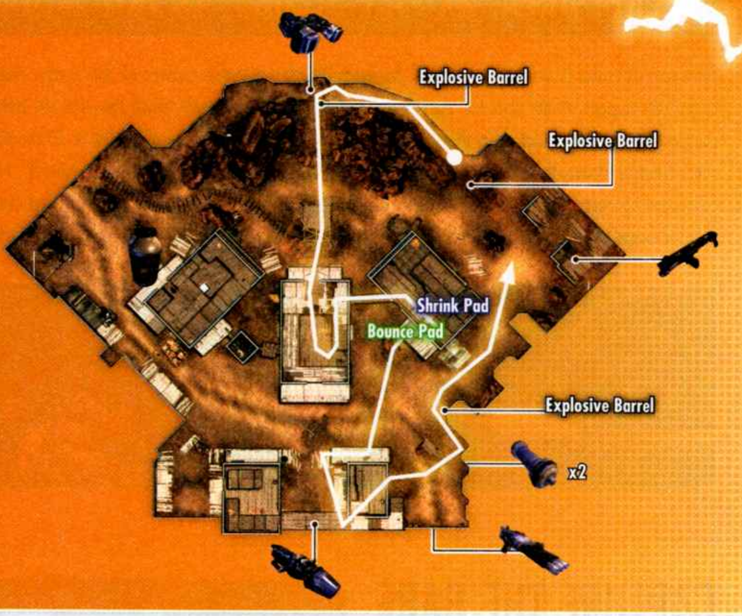

*Although that stack of hay looks innocuous, it contains one of the most deadly weapons Duke can possess.*

## TRIP MINES & TINY MEN

There are a large number of Pipe Bombs and Trip Mines on this map, but the majority are accessible only while in a shrunken state. Use the Shrink Pads inside the Blacklung Supply building and Saloon to gather the Trip Mines and Pipe Bombs within the rear walls of those buildings. Look for the hole in the side of the wall and run between the beams to gather the explosives. There is also a huge cache of Pipe Bombs and Trip Mines inside the secret area.

# HOT ROUTE

Run along the cliffs toward the Devastator, grab the heavy weapon and drop down for the Steroids. Sprint straight across the Steroids power-up and enter the central building. Ascend to the second floor, exit on the right atop the stairs, and cross over to the Blacklung Supply building where the Holoduke is located. Deploy the Holoduke and immediately exit onto the balcony to the left and hit the Bounce Pad to leap across to the Whiskey power-up. Drop down off the left-hand side and use the invisibility and invincibility to annihilate those going for the RPG before looping through the building with the Pipe Bombs and back towards the start of this route.



There are an abundance of places to use Trip Mines. Start by placing them on the stairs and walkway leading to the RPG and near the balcony Bounce Pads. Also, consider dropping them near the Whiskey and Statue. Planting Trip Mines inside the doorways leading into the barn, saloon, and supply building works well too, as the laser is often difficult to spot against the brightly-lit exterior of Morningwood.

*If these walls could talk... they'd yell BOOM!*

**TINY BOMBS**

**Make sure that you are full size before placing the Trip Mine, or else they'll remain in a permanently small state and only inflict minor damage when triggered. Remember that only the items in Duke's inventory return to normal size when he does, while dropped weapons, Trip Mines and Pipe Bombs will simply remain small.**

## BALCONY BUSTIN'

There are multiple ways to obtain the Whiskey and Statue on the balconies outside the hotel and the adjacent building to the south. The most direct way is to use the Shrink Pad and tiny Bounce Pad in the corner of each building to access the rafters. From there, a shrunken Duke can slip through the missing window pane to the balcony outside and grab the item after returning to full size. Another way is to get the RPG, drop to the ground, and then rocket jump onto the balcony with the Whiskey. From there, turn, run, and rocket jump across the gap to the balcony with the Statue. Always get the Whiskey first, then use double damage to deal devastating splash damage with the RPG—even at close range!

*Shrink yourself down in size, then hit the Bounce Pad to reach the rafters.*

It's possible to reach each balcony via the Bounce Pads on the balconies outside the saloon and Blacklung Supply building. Head upstairs inside each building (or the barn) and proceed to the balcony nearer the center of the map. The Bounce Pad will send Duke flying to the southern building nearest him, whether it be for the Whiskey or the Statue.

*Grab the rocket, drop down, then perform a rocket jump to reach the Whiskey. It sure beats taking the long way around to the Bounce Pad.*

## SHOTGUN SURPRISE

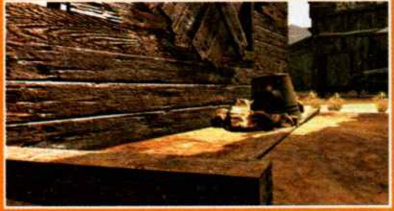
There are a number of spots (both inside and out) to launch surprise attacks, whether you're using the Shotgun, Ripper, or the Freeze Ray. Try using the wagons and crates on the outskirts of the map for cover and catch unsuspecting enemies as they run past. Another good spot is behind the bar in the saloon, although this approach will probably only trick players once or twice. Similarly, you can duck into the chimney inside the center of the Blacklung Supply building and startle someone as he enters and exits the building.

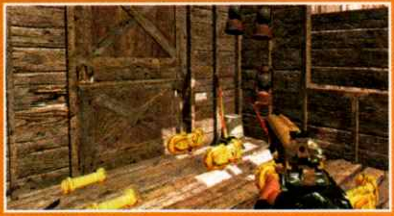
The Shotgun is useful when making a move for the RPG. Watch for Trip Mines on the stairs and be ready to toss a Pipe Bomb or two to trigger the blast. Open fire with the Shotgun on anyone on the walkway near the RPG spawn, then switch to the Pistol and swap it for the RPG if it hasn't already been taken.

*Always check your blindside when moving around the map—this poor guy forgot to.*

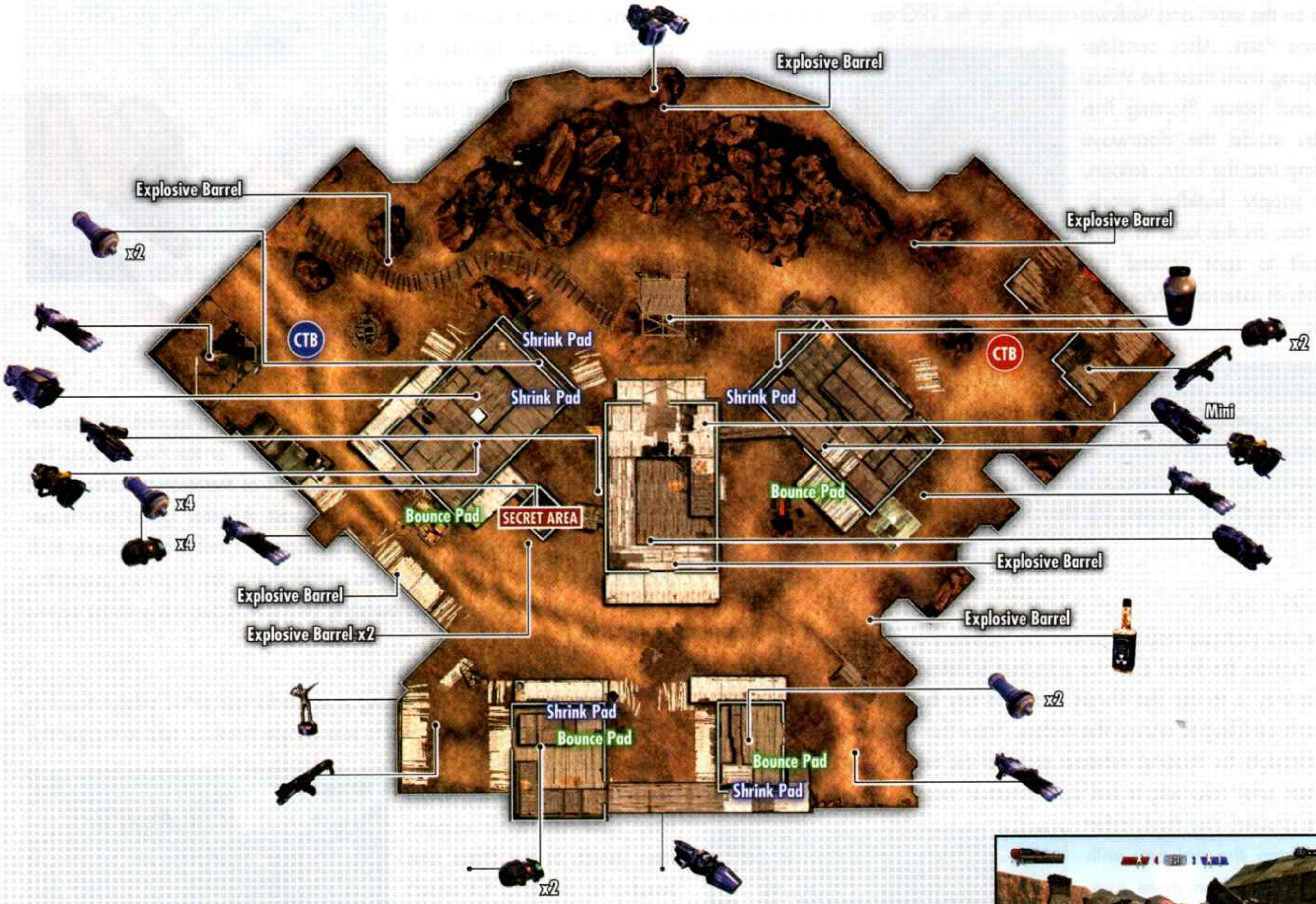
## SECRET AREA: 4X PIPE BOMBS, 4X TRIP MINES

This secret area is within the small, locked shack near the center of the map. Accessing it requires a daring run out in the open while shrunk, so it's not for the faint of heart! Limit the risk by first shooting the explosive barrel inside the shack—take aim through one of the cracks in the wall to hit it. Enter the westernmost building, wait until the coast is clear, then step onto the Shrink Pad and make a run for the shack. Hop onto the helmet, then the bucket, and quickly leap through the hole in the shack before Duke returns to normal size. Pull the lever to the right of the door to exit once you've collected the plethora of explosives. Those who don't like suffering from another case of shrinkage can use the lever in the main barn to open the door to this supply shed. But keep in mind, a full-grown Duke is a lot easier to spot—and trap—inside the shed than a shrunken Duke.





## CAPTURE THE BABE


Explosive Barrel
Explosive Barrel
x2
Explosive Barrel
CTB
Shrink Pad
Shrink Pad
Shrink Pad
CTB
x2
Mini
x4
x4
Bounce Pad
SECRET AREA
Bounce Pad
Explosive Barrel
Explosive Barrel
Explosive Barrel x2
Explosive Barrel
x2
Shrink Pad
Bounce Pad
Bounce Pad
Shrink Pad
x2

The babes are located in the eastern and western ends of the map, granting players three primary paths to use. Since nearly all of the weapons are clustered within and around the three buildings in the center of the map, it leaves the routes past the Devastator and RPG less trafficked. These routes are preferred to use when carrying the babe, particularly the one leading past the Devastator.

*Be sure to butt spank the babe whenever she starts to block your vision, or else you may not see who to shoot with the Garter Pistol.*

There's little reason to use the Bounce Pads atop the balconies during Capture the Babe matches unless you need to escape an attack. Utilize the building interiors and the bridges connecting each balcony to advance across the map toward your enemies' base rather than the northern and southern routes so they don't catch on to your escape plans. Always have a defender positioned behind the crumbling structure near each base.

### SECRET LEAD

**It's a little risky if your team is trailing, but a great way to hold on to a lead is to have one player pilfer the secret area for Pipe Bombs and Trip Mines. Then position Trip Mines throughout the area surrounding the enemy's base to catch them when they return with the babe. Hide near your base to protect the babe should the enemy move in as a group.**

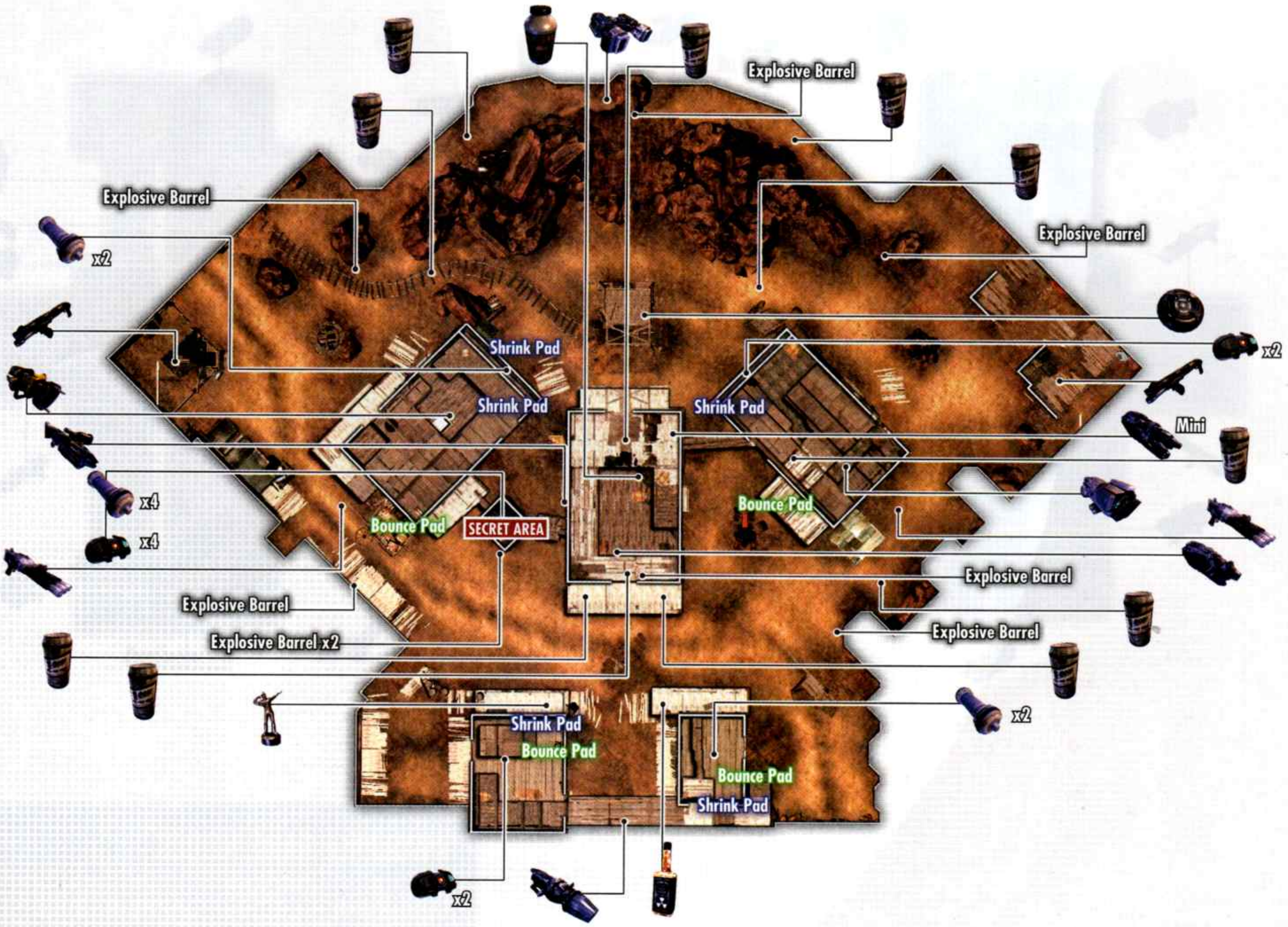
## HAIL TO THE KING

The capture points at Morningwood are scattered around the periphery of the map. Nearly every capture point can be viewed from a nearby balcony, providing a coordinated team an opportunity to position someone up high, helping to defend those scoring the points.

Few players will take the time to secure one of the main weapons, never mind the Trip Mines and Pipe Bombs. Steroids, the Whiskey, and Statue (along with an ample supply of Beer) all yield quite a large benefit, thus making it possible to conduct much of the fight with Shotguns and Pistols, but it still pays to seek out the heavier weaponry.

When the capture point is about to switch positions, go ahead and forfeit the final few seconds in order to gather up explosives and a stronger weapon before moving to the next capture point. Lining capture points with Trip Mines, Pipe Bombs, or just lurking abo

*Attaching Trip Mines on the mine shaft and hanging out on the barn balcony with the RPG is a great way to rack up kills and make sure your team doesn't lose the point.*


Explosive Barrel
Explosive Barrel
x2
Explosive Barrel
Shrink Pad
x2
Shrink Pad
Shrink Pad
Mini
x4
x4
Bounce Pad
SECRET AREA
Bounce Pad
Explosive Barrel
Explosive Barrel
Explosive Barrel x2
Explosive Barrel
Shrink Pad
x2
Bounce Pad
Bounce Pad
Shrink Pad
x2

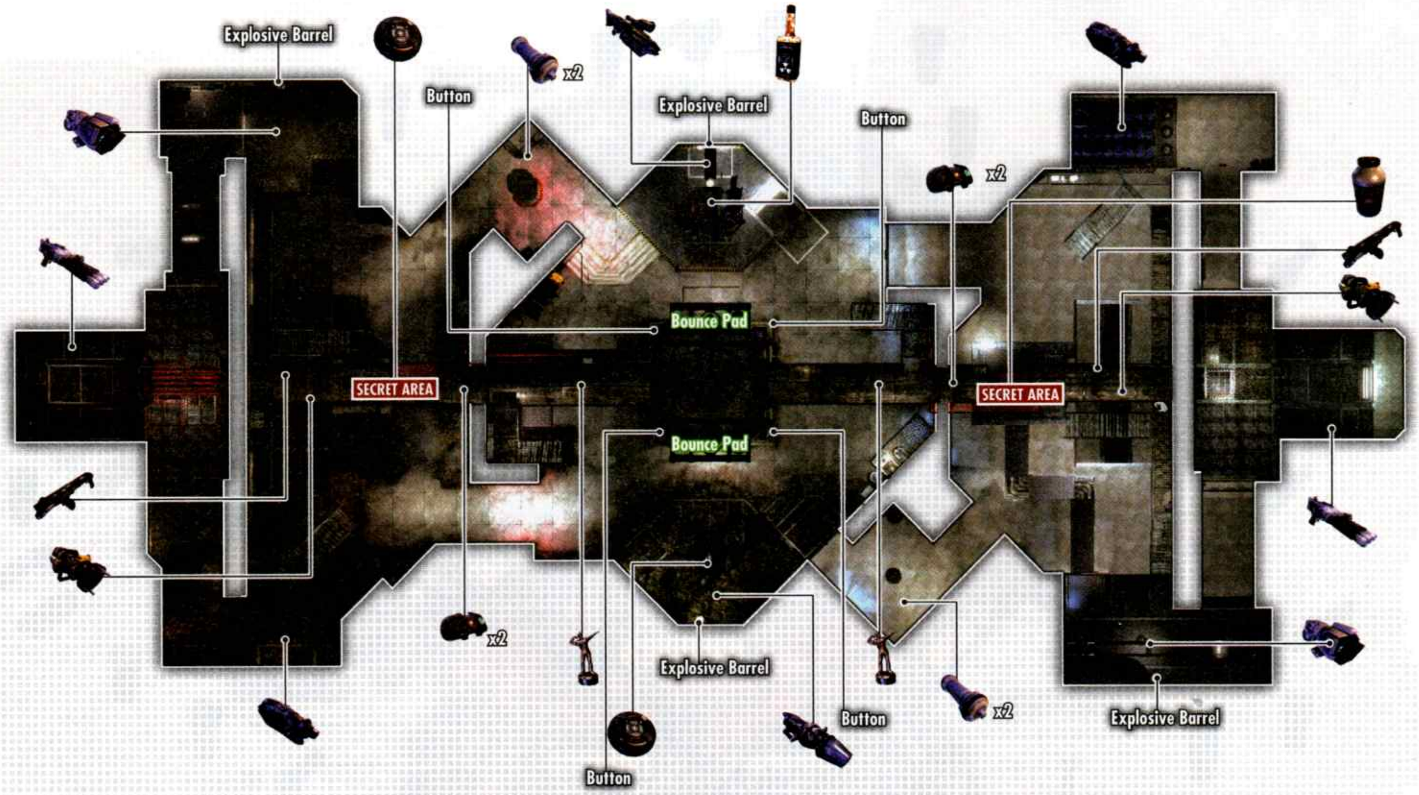
# SAUSAGE FACTORY

AN INDUSTRIAL COMPLEX BUILT IN 1997.

## DUKE AND TEAM DUKE MATCH

Nobody quite knows what nefarious discoveries will be uncovered at Sausage Factory, nor what possible need the workers could have for installing a toxic pool of shrink-inducing goo, but Duke isn't one to ask questions. For that matter, why are there random, man-sized tunnels leading throughout the facility? Why are there secret alcoves beneath the floor? All Duke cares about is kicking ass. He'll let the eggheads try to sort the rest out.

The Sausage Factory industrial facility isn't nearly as confusing as it may seem at first. You'll soon realize that the pipes leading to and from the spawn area are straight, the map is entirely symmetrical (though the sides are flipped), and the complex isn't as tall or as large as it feels. These features give Sausage Factory a welcome old-school vibe that pits players against one another in a tug-of-war for powerful weapons and command of the best vantage points. What truly makes Sausage Factory unique is the toxic liquid lurking beneath the metal screen in the center. Press a button to raise the liquid and instantly shrink all players standing above it.


Explosive Barrel
x2
Button
Explosive Barrel
Button
x2
Bounce Pad
SECRET AREA
SECRET AREA
Bounce Pad
x2
Explosive Barrel
Button
x2
Explosive Barrel
Button

### AVAILABLE GAME MODES

Duke Match

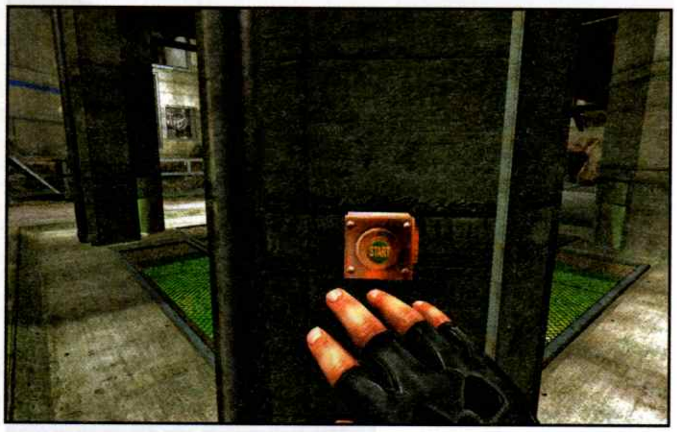
Team Duke Match

Capture the Babe

Hail to the King

### SHRINK-ON-DEMAND

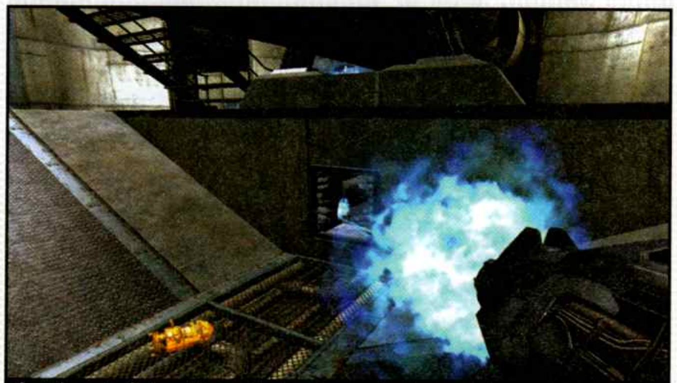
The center room in Sausage Factory contains a mysterious green substance just below a metal grate. The liquid won't cause any problems, however, until someone presses one of the four nearby buttons. When pushed, each button will cause the toxic sludge to rise to the level of the grate and shrink anyone caught standing atop it. Use this to snare opponents and quickly trample them, or purposely shrink yourself to make use of the Bounce Pads set within the columns to reach power-ups that can't be obtained while full size.



## GENERAL TACTICS

### SECRET MOVES

Forgo the pipe at your team's spawn point and run to the AT Laser and grab it instead. Immediately enter the secret area on your side of the map, grab the Holoduke or Steroids, exit in the center of the map, skim around the side to the other secret area vent and enter it to get the other item. This should give you a nice leg up on the competition, especially in Team Duke Matches or objective-based modes as this route may allow you to sneak behind enemy lines.



*Shoot the grate off the wall below the pipe, then crawl inside to grab the power-up on your side of the map.*

### WHAT'S YOUR SIGN?

The pipes leading up to the center of the map (where the Statues are located in Duke Match) offer an excellent vantage point from which to shoot opponents especially if you have an RPG, AT Laser, or Railgun. Leap onto the pipe via the forklift and platforms to the right of the red pipe, or the valves and pipes to the right of the blue one. It's possible to reach the pipe from the left-hand side, but it's a bit trickier and it's easier to get spotted by enemies exiting the other pipe.

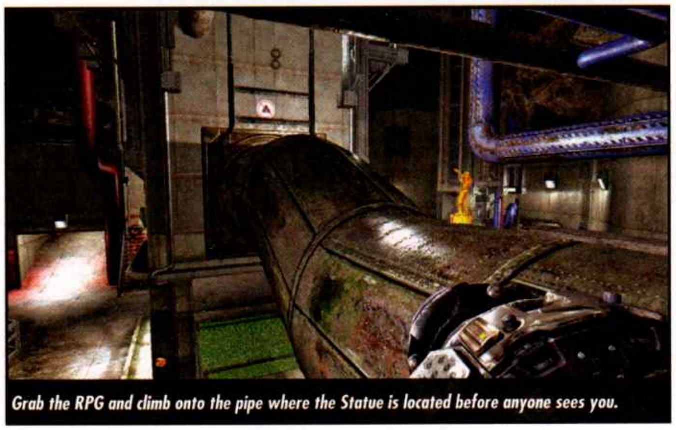
## WEAPONS & POWER-UPS

There are no Enforcers on this map and the Devastator is only available during objective-based matches. The low ceilings also preclude the use of the Jetpack. That said, each side of the map contains the basic assortment of mid-level weapons and the center is home to a Railgun and RPG.

Aside from the rush for the RPG during Duke Matches, the big draws here are the powerful weapons and the uniqueness of their whereabouts. Players can climb onto the large pipes in the center to claim a Statue, they can raid the secret areas to claim the Steroids or Holoduke, or they can shrink themselves and follow a rather obscure path to the Whiskey or Holoduke at the risk of suicide-by-enlargement.

**WEAPONS/POWER-UPS MATRIX**

| ITEM | DM | TDM | CTB | HTTK |
|---|---|---|---|---|
| Shotgun | 2 | 2 | 2 | 2 |
| Ripper | 2 | 2 | 2 | 2 |
| Railgun | 1 | 1 | 2 | 1 |
| AT Laser | 2 | 2 | 2 | 2 |
| Freeze Ray | 2 | 2 | 1 | 2 |
| Shrink Ray | 2 | 2 | 1 | 2 |
| Enforcer | - | - | - | - |
| Devastator | - | - | 2 | 2 |
| RPG | 1 | 1 | 2 | 1 |
| Pipe Bomb | 4 | 4 | 4 | 4 |
| Trip Mine | 4 | 4 | 4 | 4 |
| Steroids | 1 | 1 | 1 | 1 |
| Holoduke | 2 | 2 | 1 | 1 |
| Jetpack | - | - | - | - |
| Beer | - | - | - | 12 |
| Statue | 2 | 2 | 1 | 1 |
| Whiskey | 1 | 1 | 1 | 1 |



Grab the RPG and climb onto the pipe where the Statue is located before anyone sees you.

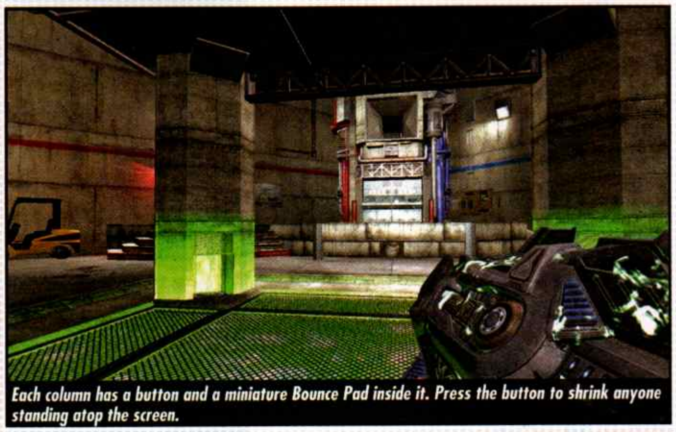
Once on the pipe, move toward the center of the map to hide deeper in the shadows and gain a view of the two approaches coming from the spawn area. Disregard the no camping sign, as the most fervent players will do so.

**SHRINK ONE FOR THE TEAM**

**Not every shot fired from atop the pipes has to deal a mortal blow. Don't be afraid to head up onto the pipe with just a Shrink Ray, provided you have teammates nearby. Communicate with them during Team Duke Matches so they know when you've shrunk an enemy.**

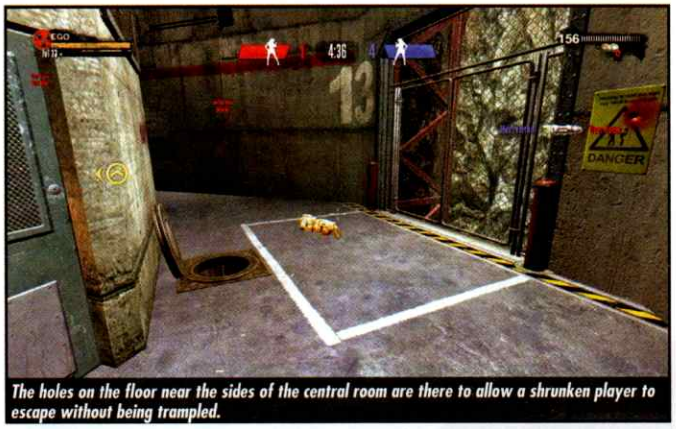
## SHRINK JUICE RISING

You may think that intentionally shrinking yourself is a bad idea, but not so at Sausage Factory! Press any of the four buttons on the central pillars to raise the level of the radioactive goop beneath the screen and step into it to shrink Duke. Quickly get onto one of the miniature Bounce Pads inside each column to be vaulted onto a narrow ledge on the north or south side of the central platform. Quickly run along the edge to the Bounce Pad in the middle to send Duke flying through the air intake chute on either side of the map. Grab the power-up on the respective side and drop down before Duke returns to normal size.



Each column has a button and a miniature Bounce Pad inside it. Press the button to shrink anyone standing atop the screen.

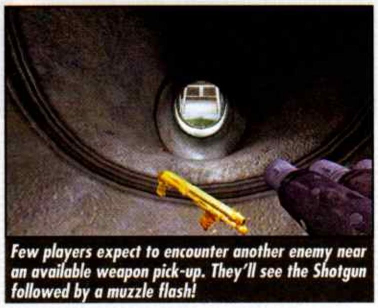
There are also two miniature escape holes near the RPG and Railgun pick-ups that Duke can use if he gets hit with the Shrink Ray. Don't hesitate to drop through the hole in the floor near these weapons if this occurs. The draft will carry mini-Duke out the front of the structure's base (this is a one-way path). Hide underneath the small overhang for a few seconds to avoid being trampled, then step out from under cover before Duke returns to normal size.



The holes on the floor near the sides of the central room are there to allow a shrunken player to escape without being trampled.

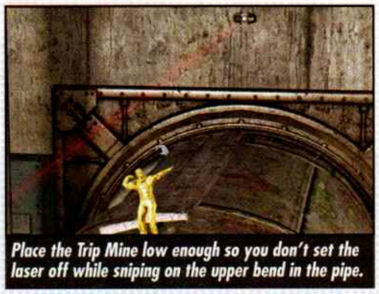
## TRICK 'EM NUKEM

The incoming firepower, the toxic pool of unmentionable origin, and the various pipes and secret paths all combine to give crafty players the advantage of surprise. There are numerous ways to catch distracted foes off guard. For starters, nobody expects to encounter other players inside the pipe leading away from their spawn area. Consider grabbing the Ripper and hanging out near the Shotgun spawn area just beyond the sloped portion of the pipe. Place a Trip Mine behind you to protect against a sneak attack. Thanks to the downward slope of the ramp leading to the pipe, there's a moment where you can see the enemy coming before he can see you. Open fire!



Few players expect to encounter another enemy near an available weapon pick-up. They'll see the Shotgun followed by a muzzle flash!

Place a Trip Mine on the wall directly above the pipe you leap onto to access the Statue. It's likely to go undetected by players attempting to get up there, as they'll be more focused on making the jumps and climbing the ledges. Place it low enough so you can set it behind you, then camp the upper bend in the pipe.

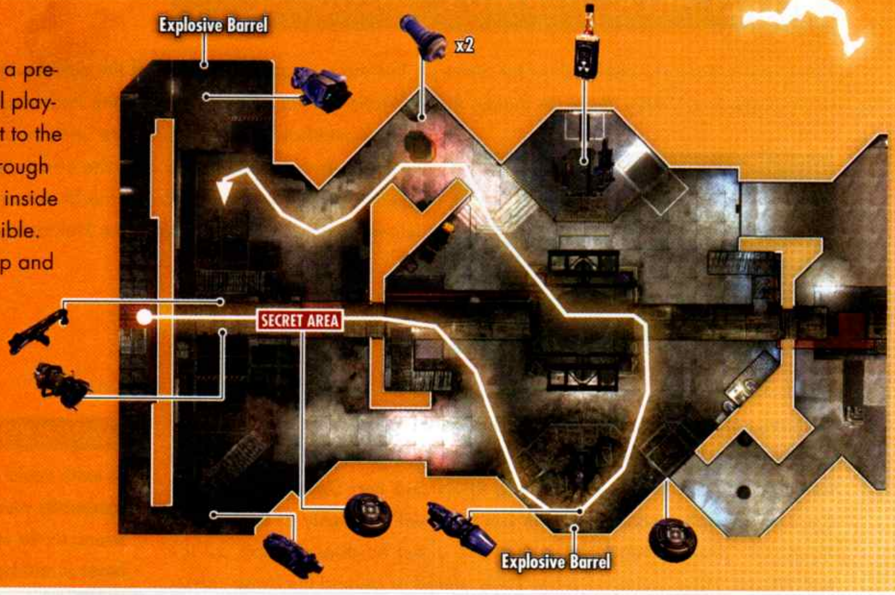


Place the Trip Mine low enough so you don't set the laser off while sniping on the upper bend in the pipe.

Also, grab the Freeze Ray underneath the large pipe and then circle around and climb on top of it. Crouch down, approach the edge, and watch for enemies entering the pipe near the Trip Mine pick-ups. Freeze 'em solid, then leap down and execute them! You'll be open to surprise attacks from behind while attempting this maneuver, so don't camp this area for too long. Be careful around the explosive barrels near the RPG and Railgun, as they can be very dangerous. There are others on the map and it's a fine idea to place hidden Trip Mines near these barrels.

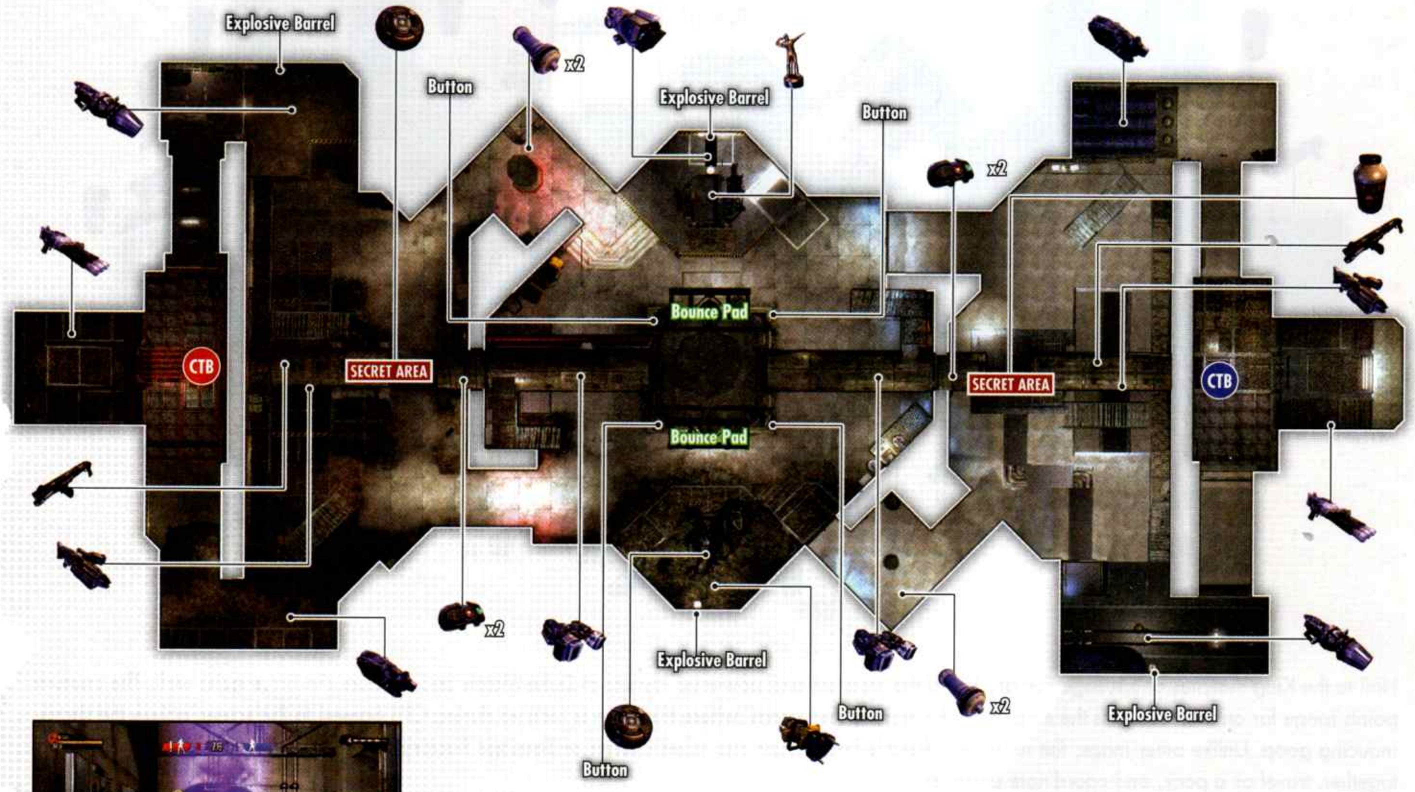
## HOT ROUTE

The design of Sausage Factory isn't conducive for having a pre-set route given the spacious central room that tends to pull players in different directions. Nevertheless, it's possible to get to the red team's side, grab the Shotgun in the pipe, and slip through the secret area to snag the Holoduke. Exit the secret area inside the center room and make a move for the RPG while invisible. Fire at the players fighting it out near the center of the map and circle back around to the Pipe Bombs.


Explosive Barrel
x2
SECRET AREA
Explosive Barrel

## CAPTURE THE BABE

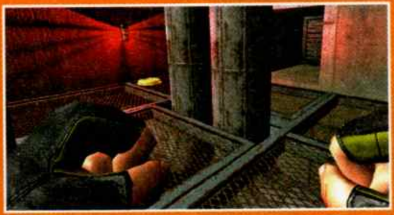
There's no other way to put it: teams are going to clash in the center of the map when playing Capture the Babe here. Whether they slip through the large pipes, crawl through the secret area, or take the north or south route, all roads lead to the center. You may get lucky and slip around the side where the Freeze Ray and Shrink Ray are located, but don't count on it.


Explosive Barrel
Button
x2
Explosive Barrel
Button
x2
Bounce Pad
CTB
SECRET AREA
SECRET AREA
CTB
Bounce Pad
x2
Explosive Barrel
Button
x2
Explosive Barrel
Button

*When all else fails, grab the most powerful weapon possible and rush to the enemy's base before they can return with your babe.*

## SECRET AREA: STEROIDS/HOLODUKE

There are two nearly identical secret areas on this map on opposing sides of the central room. Accessing each one is very straightforward: simply shoot (or melee) the ventilation grate on the wall near the floor and crouch down to enter the space. There is a somewhat lengthy crawlspace underneath the floor on each side of the map. It's possible to enter each area from the trench beneath the pipe leading away from the spawn area. The secret area on the blue team's side contains Steroids, while the one closer to the red team contains the Holoduke.

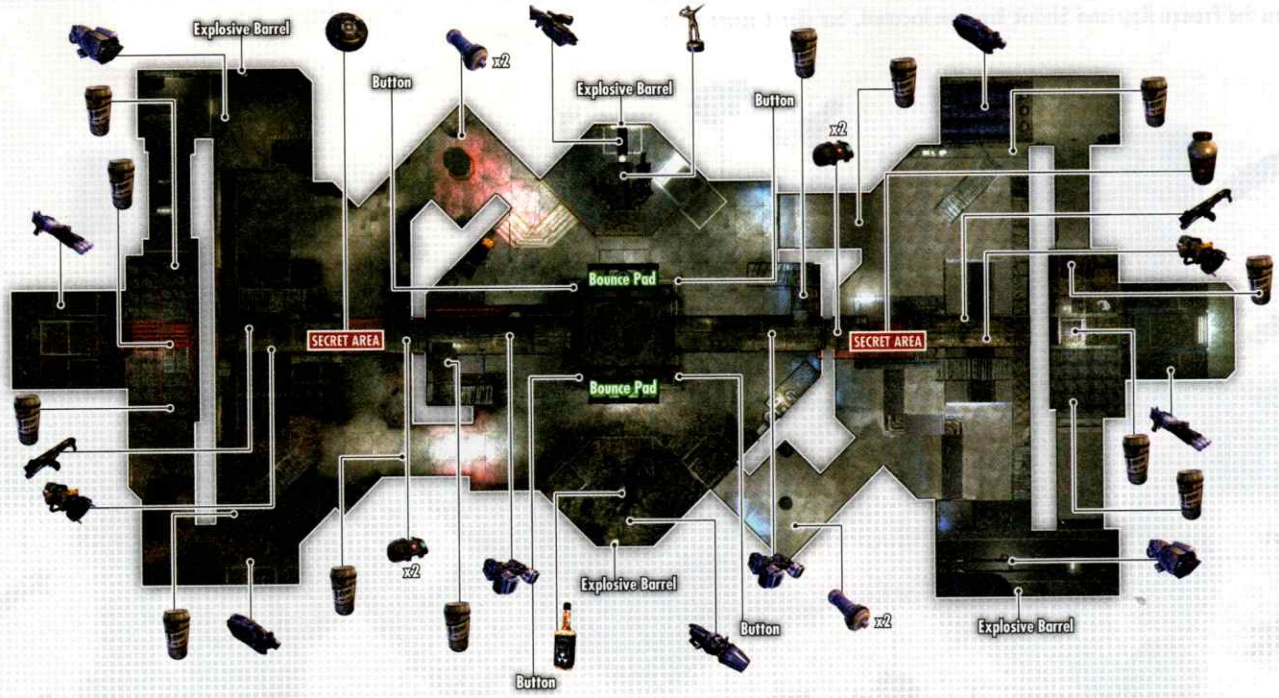


It's extremely important that your team work together to provide proper protection for the babe carrier and all the while giving sufficient defense for your babe. The presence of two RPGs and two Devastators during Capture the Babe matches means that there will be plenty of explosions. Keep your posse spread out so that one direct hit doesn't wipe out the entire team. Have someone a few steps ahead or behind the babe carrier so that the dropped babe can be picked up before the enemy returns her to their base.

### WATCH YOUR STEP

**Be extra careful when crossing the middle of the map to ensure that you don't accidentally wind up shrinking yourself. Make sure your team doesn't step on the screen. On the other hand, it doesn't hurt to press the buttons to raise the liquid in hopes of catching an opponent unaware. Shrinking the opposition is almost as good as killing them. In some ways, it's even better!**

## HAIL TO THE KING



Hail to the King matches at Sausage Factory blend the weapon and power-up layouts of Duke Match and Capture the Babe quite well. The capture points range far and wide across the map, from the team spawn areas (where the babe is located during CTB games) to the screen above the shrink-inducing goop. Unlike other maps, the relatively obstacle-free design and open interior of Sausage Factory makes it much easier for teams to stick together, travel as a pack, and coordinate defenses.

Collect at least one Devastator from atop the pipes in the center of the room en route to the first capture point. Don't worry about being shrunk by the toxic liquid underfoot if the capture point is in the center of the map. Simply sprint to the nearest Bounce Pad within the column and use the one on the ledge to gain either the Whiskey or Statue. Put the newfound ability to use on the return trip!

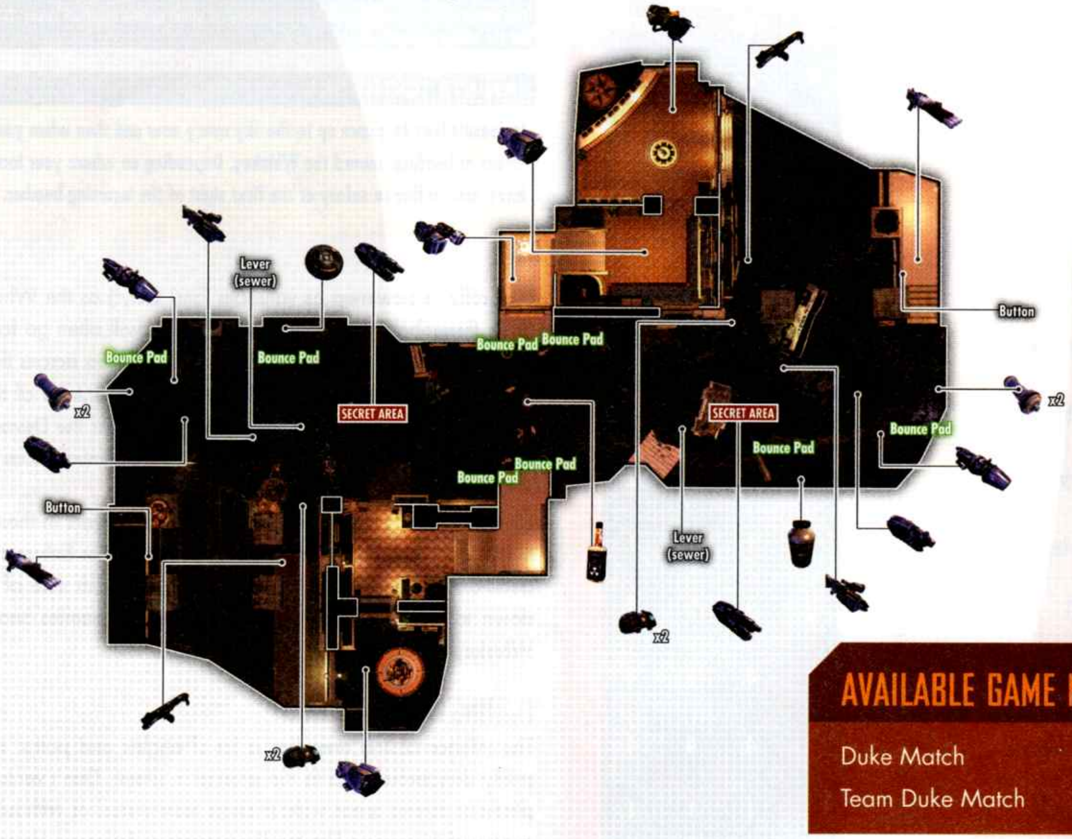
# VEGAS RUINS

A WAR TORN VERSION OF THE LAS VEGAS STRIP.

## DUKE AND TEAM DUKE MATCH

What Duke kills in Vegas, rots in Vegas! Portions of the glitz and glamour of the casino are still intact, but the rest of the city has been bombed into oblivion—and there's more where that came from! With the press of a button, Duke can drop an atomic bomb on the center of the map, instantly annihilating anyone caught in the area. That's no sightseeing plane flying overhead, that's a one-way trip to hell!

Vegas Ruins is a large map with numerous Bounce Pads, two underground tunnels, and a multi-story casino split in half by alien bombardment. The abandoned vehicles on the strip provide plenty of cover for players making a push toward the coveted Whiskey power-up. Sweep through the casino, use a Bounce Pad to cross the missing bridge, and grab the Devastator on the other side. Victory comes to those who master the tricky landscape as well as their opponent. War has come to Vegas; will you be the one left standing?



### AVAILABLE GAME MODES

| | |
|---|---|
| Duke Match | Capture the Babe |
| Team Duke Match | Hail to the King |

### AIR SUPPORT

The most unique feature of any map belongs to Vegas Ruins. Where else can you push a button and watch a fighter jet drop an atomic bomb in the center of the map? Each spawn area has a button on the wall to the left that will summon the bomber. The key is to press it when you know the Whiskey is available and expect others to go after it. The bright flash of light will briefly blind all players on the map (even those indoors), however, the only ones susceptible to the effects of the blast are those near the destroyed bridge and the blue and red pipes. The button will come back online roughly one minute after the previous bombing, making it possible to call in multiple bomb drops during each round.

# WEAPONS & POWER-UPS

It's important to know the lay of the land at Vegas Ruins when referencing the accompanying table and maps, or else it may seem like the team spawning on the north side of the map has a tremendous advantage. Although they do spawn in close proximity to a Freeze Ray, the Devastator isn't as close as it seems. It is located in a dead-end hallway beneath the main corridor and is only accessible by running across the pipes where the Whiskey is located.

The team coming from the southwest corner has a slight advantage in reaching that area faster. Even though some of the weapon placements change between game types, the most significant change is the placement of the Steroids and Holoduke. Study the maps and memorize the location of the Holoduke for each mode.

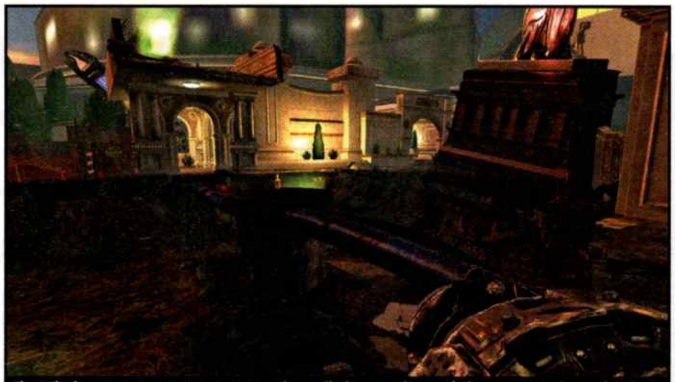
### WEAPONS/POWER-UPS MATRIX

| ITEM | DM | TDM | CTB | HTTK |
|---|---|---|---|---|
| Shotgun | 2 | 2 | 2 | 3 |
| Ripper | 2 | 2 | 2 | 2 |
| Railgun | 2 | 2 | 2 | 2 |
| AT Laser | 2 | 2 | 2 | 2 |
| Freeze Ray | 1 | 1 | 1 | 1 |
| Shrink Ray | 2 | 2 | 2 | 2 |
| Enforcer | 2 | 2 | 2 | 2 |
| Devastator | 1 | 1 | 1 | 1 |
| RPG | 2 | 2 | 2 | 2 |
| Pipe Bomb | 4 | 4 | 4 | 4 |
| Trip Mine | 4 | 4 | 4 | 4 |
| Steroids | 1 | 1 | 1 | 1 |
| Holoduke | 1 | 1 | 1 | 1 |
| Jetpack | - | - | - | - |
| Beer | - | - | - | 8 |
| Statue | - | - | - | - |
| Whiskey | 1 | 1 | 1 | 1 |

# GENERAL TACTICS

## DEVASTATINGLY STRONG WHISKEY

It's safe to assume that many players will be going for the Whiskey power-up at the start of the round, so briefly pause before pressing the button to call the airstrike. The atomic bomb may not kill the player who attempts to get the Whiskey, but it should wipe out the others nearby!



*The Whiskey is so tempting just sitting there all alone on the manhole cover. It's the perfect bait for the ultimate trap!*

### AN EYE TO THE SKY

**It doesn't hurt to glance up to the sky every now and then when you're out on the street or heading toward the Whiskey. Depending on where your location, you may have time to flee to safety at the first sight of the incoming bomber.**

Naturally, a power-up as valuable (and tasty!) as the Whiskey will be a draw throughout an entire match. Players will often go for the Whiskey knowing that even if it isn't there, they could run across the pipes to the dead-end room with the Devastator. Take advantage of this by placing a Trip Mine on the planter inside the room near the Devastator. The red laser blends well with the carpet, making it that much more difficult to see.

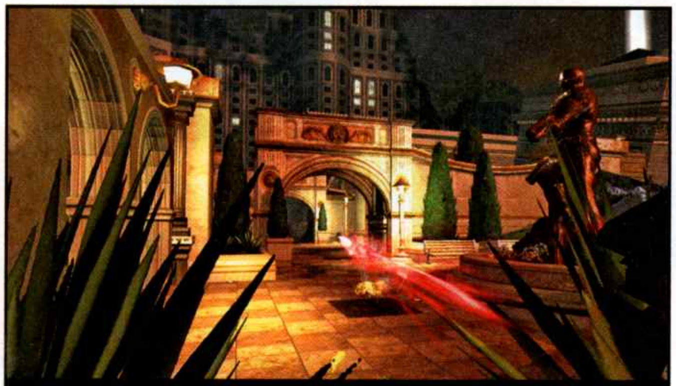
Here's another proven tactic for exploiting players in their rush to claim the Whiskey or Devastator. Obtain the Railgun or Enforcer and go to the dead-end hallway opposite the Devastator (south side of map). Crouch down to avoid detection and open fire on enemies searching for the Whiskey or Devastator.

## FLIRTING WITH LADY LUCK

The interior casino area has a lot of angles and paths. It's generally a pretty dangerous area to run around in alone. Don't venture through the plaza or casino areas without some teammates, or without first acquiring a powerful weapon like the Devastator or Enforcer. Having the benefits of Whiskey, Beer, or a Holoduke also helps, particularly when wielding a Shotgun or Shrink Ray.

*Don't underestimate the power of the Shotgun when roaming the casino halls. It's always beneficial to have a weapon you can fire at point-blank range without blowing yourself up!*

Watch for players using the Bounce Pads to zigzag back and forth along the center platforms leading into the casino and toss a Pipe Bomb near the Bounce Pad to catch them in a fiery explosion when they land. This is best done by hanging back around the corner on the upper level. It's also possible to lob a Pipe Bomb at the Bounce Pad and detonate it while in mid-air as it intersects an enemy bouncing in from the other direction.



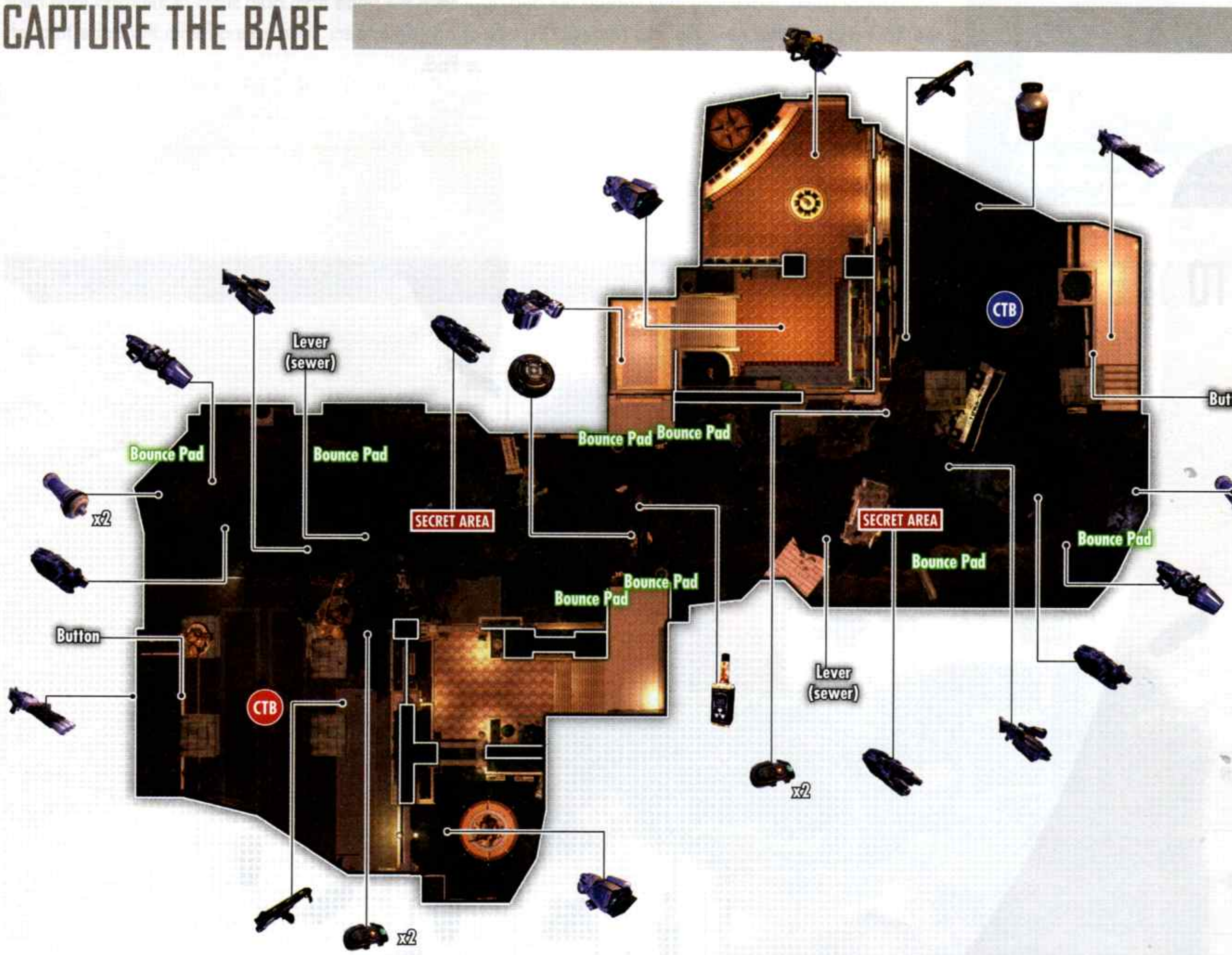
***Hide in the bushes near the statue in the southwest corner for excellent sniping opportunities.***

There is one exceptionally good spot for those who like to post up with a Railgun and do some sniping. Head toward the statue in the southwest corner near the red spawn area, then turn hard to the right and leap onto the planter along the south edge. This is a fine spot from which to snipe, as you can see enemies at a good distance and it's impossible to get attacked from behind.

### HEADING UNDERGROUND

The tunnels running beneath the main boulevard in town provide a great place to gain the Enforcer and lay down some Trip Mines down. Even if you don't want the Enforcer, follow the path of Trip Mines into the underground tunnel leading to the secret area and place one or two in that area. Watch for enemies heading into the tunnel and throw a Pipe Bomb after them—the tight confines of the sewers will all but guarantee a kill. This is especially true if you catch an opponent moving between the lever and the Enforcer.

## CAPTURE THE BABE



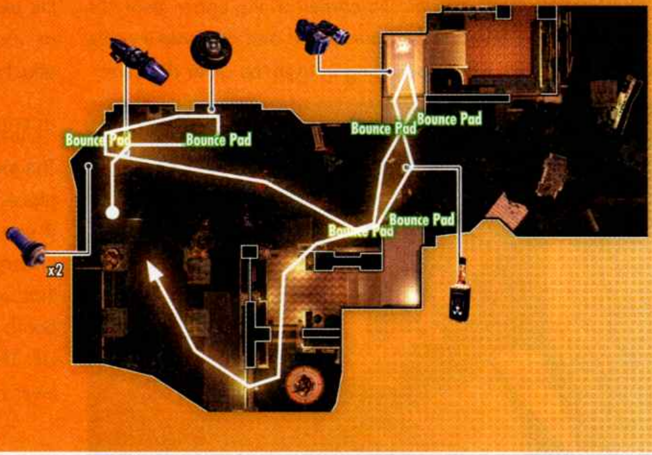
This is a tricky map for Capture the Babe matches, as there are numerous paths leading from the spawn areas to the center of the map, but that's where they all come together. To get from one base to the other quickly, cut through the casino, head up the stairs, and use the upper Bounce Pad to leap across the street. It's not uncommon for opposing players to bounce right past one another in the center of the map en route to the opponent's babe.

**FASTER. STRONGER. ANGRIER.**

**Use the Steroids to gain a speed burst. This can really help when attempting to slip through the defenses and capture the enemy babe.**

## HOT ROUTE

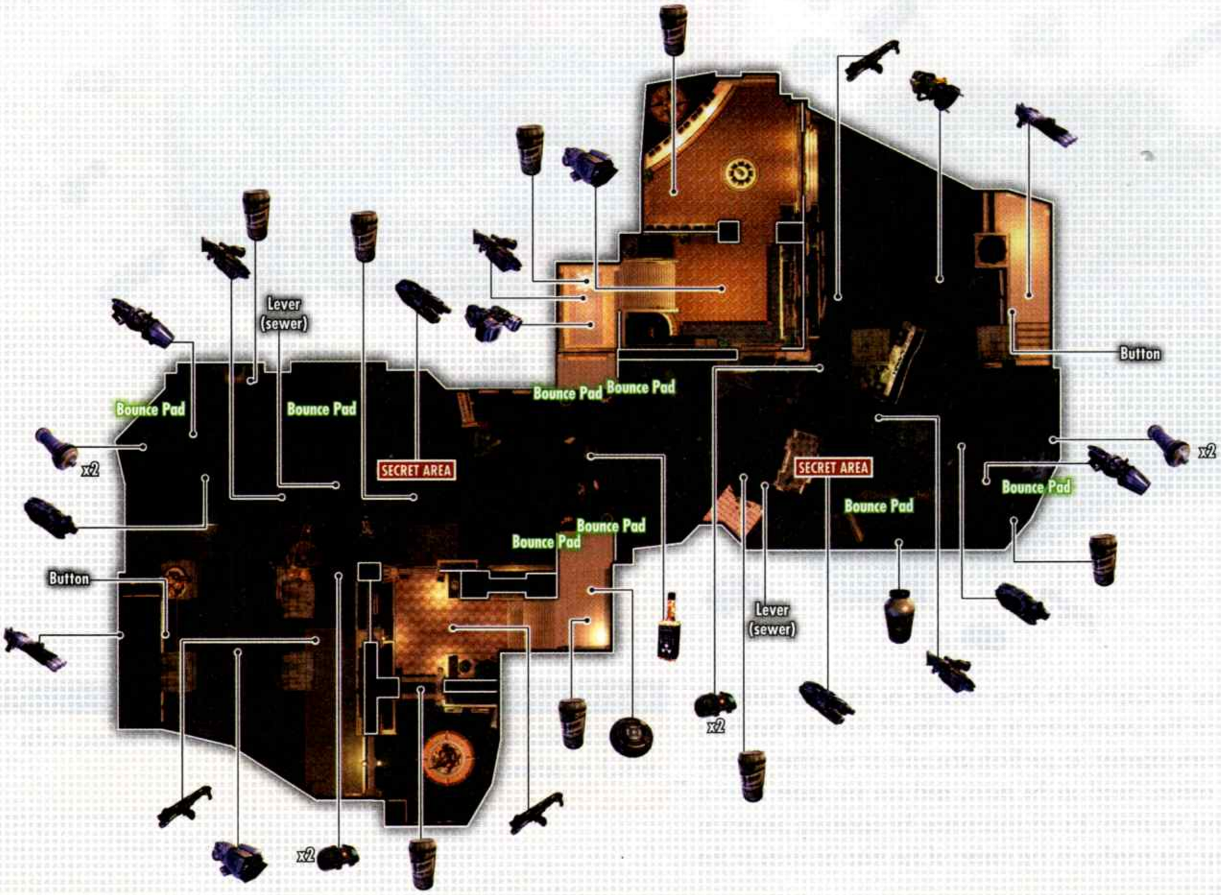
From either spawn area, head straight to the ditch beneath the upper Bounce Pad and grab the RPG. Round the corner to the Bounce Pad within the trench and use it to get a lift to the road and quickly cross the bridge to the Holoduke or Steroids. Grab the nearby Pipe Bombs, hit the corner Bounce Pad and get ready to unload some rockets and Pipe Bombs on any foes near the center of the map. Run along the street to the southern Bounce Pad near the pipes and use it to access the lower ledge with the Devastator. Run along the pipes to get the Whiskey and loop back through the casino to the starting spot.


Bounce Pad
Bounce Pad
Bounce Pad
Bounce Pad
Bounce Pad
Bounce Pad
x2

Hone your skills with the Garter Pistol. Finding yourself in a duel with an opposing babe carrier happens often on the Vegas Ruins map.

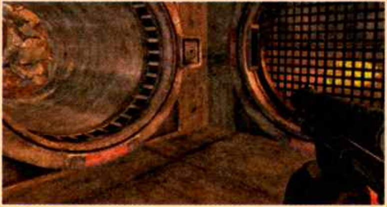
Always have at least one player on defense within your team's half of the casino and assign two or three players to sweep go for the opponent's babe and any available power-ups and weapons. For those taking the exterior route, make sure they spread out and approach the babe from both sides of the road (one near the RPG and another near the Trip Mines). Dispose of any defenders, then take off with the babe through the casino, up the stairs, and back across the Bounce Pad.

## HAIL TO THE KING

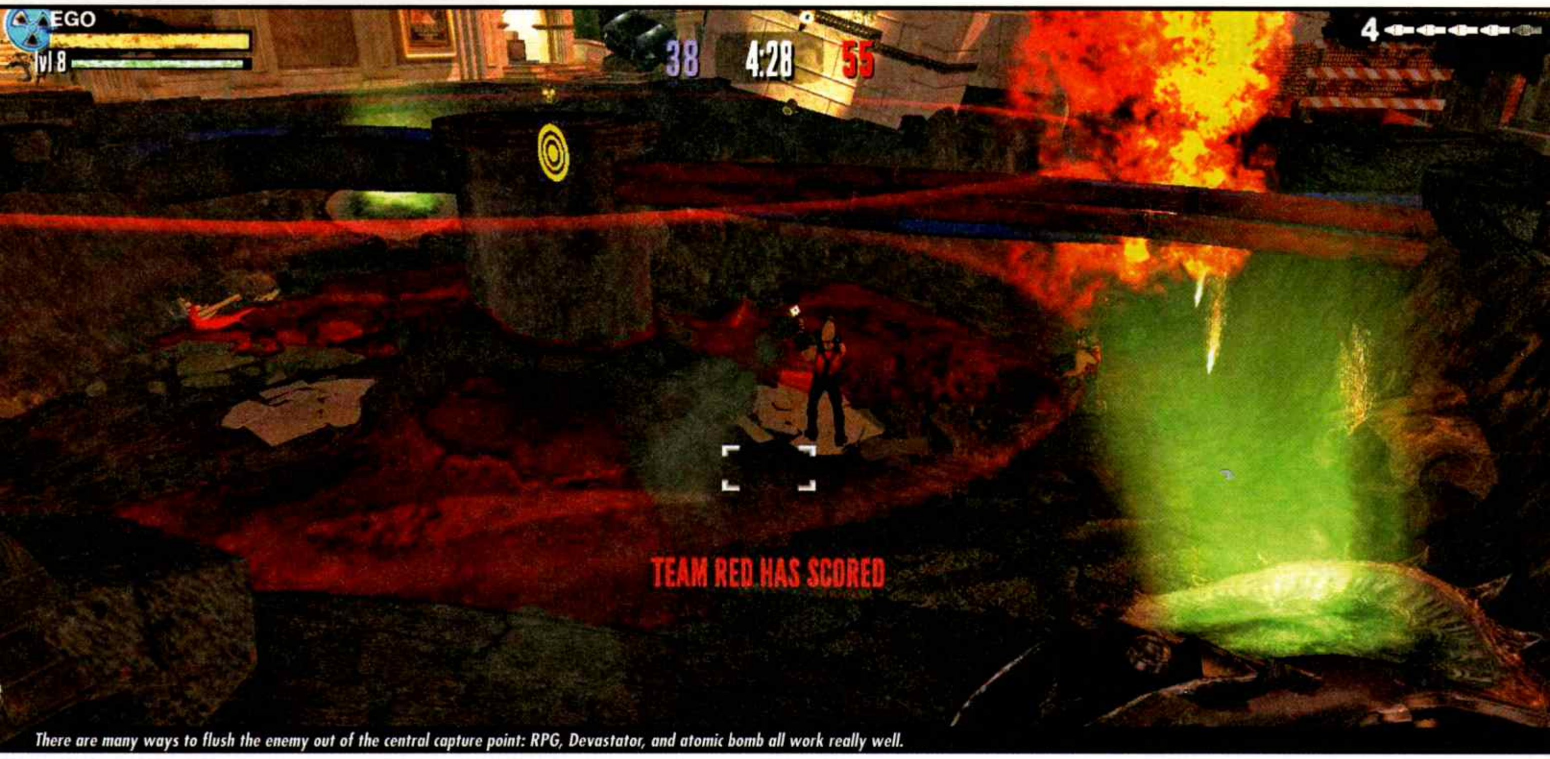

Lever (sewer)
Bounce Pad
Bounce Pad
x2
SECRET AREA
Bounce Pad
Bounce Pad
Button
SECRET AREA
Bounce Pad
Bounce Pad
Bounce Pad
Bounce Pad
x2
Button
Lever (sewer)
x2
x2

## SECRET AREA: ENFORCER

There are two nearly identical secret areas at Vegas Ruins, both of which contain an Enforcer. Follow the Trip Mines into the sewers near the police cruiser and look for a lever in the corner of the small underground room. Pull the lever to raise the gate near the Enforcer. Enter the sewer pipe to claim the weapon and then pull the pipe behind the Enforcer to open the gate and escape. Enemies can shoot through the gate, so be quick. Return to the surface or continue out the other side to the trench near the Bounce Pad.



Playing Hail to the King at Vegas Ruins is unlike any other map, thanks in large part to one of the capture point locations being right beneath the Whiskey power-up—also known as ground zero for the atomic bomb drop! Trust that someone without fail will push the button when the capture point shifts to this location, so resist the urge to rush right in. Instead, do what you can from a distance to contest the point and wait for the bomb to detonate. Then rush in and claim the points, knowing the enemy can't possibly call in another bomb attack before the point moves.



*There are many ways to flush the enemy out of the central capture point: RPG, Devastator, and atomic bomb all work really well.*

Two of the other capture points are out in the open near the northwest and southeastern corners of the map. These points tend to be hotly contested and difficult to hold, but not so with the other two locations. Teamwork is very important in order to hold and overtake the capture point when it is at the statue (near the red team's spawn) and by the slot machines (near the blue team spawn). The circular object in the middle of the point provides ample cover and the general shape of the area limits possible approaches. Defending teams should be on the lookout for snipers and place multiple Trip Mines and/or Pipe Bombs throughout the area.

# CHALLENGES

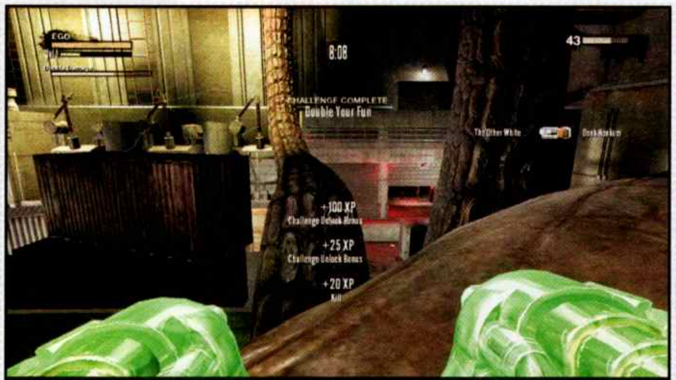
EARN BONUS XP AND UNLOCK CLOTHES FOR YOUR VERY OWN DUKE DOLL!

A long time ago, with a videogame far, far from forgotten, players competed for the thrill, for the good of the team, and for bragging rights. A map, some rockets, and a mighty boot was all they needed to get their kicks. The only fluff being handed out was going on backstage in Duke's dressing room. But players these days have gone limp—and this makes Duke sad. It seems today's players get upset if their television isn't constantly chiming in to tell them how special they are. It used to be that players would happily wield any weapon capable of painting the walls with their opponent's guts. Nowadays, they'll kill their own teammates in order to steal the weapon that earns them 20 space-points and a trophy for their dollhouse. Sigh...

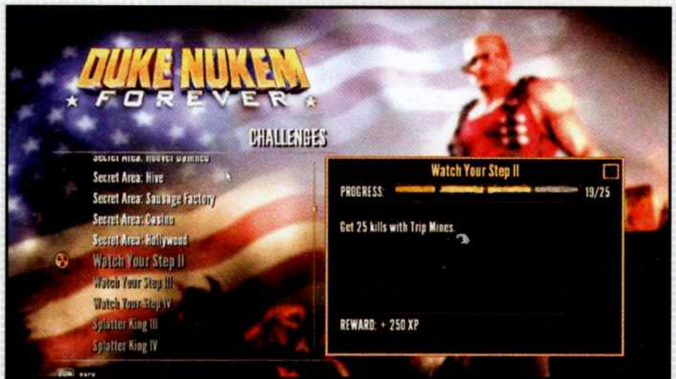
Alas, even Duke's creators admit you can't stop change. If players need a steady stream of rewards and milestones to keep them glued to the couch, then that's what they're going to get! *Duke Nukem Forever* packs no fewer than 315 various Challenges into the multiplayer portion of the game. These Challenges weren't added just to stroke fragile egos. Hell no! Completing Challenges also earns bonus XP and item and title unlocks. The bonus XP adds to the player's personal multiplayer career total and helps them level up faster—and the faster you level up, the faster you unlock that sweet golden babe statue for your digs! The item and title unlocks add ways to customize your multiplayer character with new shirts, glasses, hats, and titles in the Changeroom.

## CHALLENGE LISTS

The following six tables contain a complete listing of all 315 Challenges crammed into the multiplayer mode. Many of them come in four progressively difficult flavors, designed to reward your continued dedication to a specific method of inflicting pain and humiliation on your opponents. Other Challenges are designed to reward a singular action of badness or lack thereof (see also: suicide, you). There are more than enough Challenges to provide plenty of incentive and encouragement to all players, regardless of style of play, skill level, or preferred game mode or weapon.



*Turn on your microphone and tell the other players that you unlocked a new Challenge. Your opponents will be happy for you, we promise.*



PROGRESS: 19/25

Get 25 kills with Trip Mines.

REWARD: + 250 XP

*The Challenges screen illustrates where to focus your efforts in order to get that next XP bonus, a far more worthwhile endeavor than assisting with the team objective.*

## A FEW NOTES ABOUT CHALLENGES

Challenge rewards can only be earned once. For example, you will only earn 500 XP and the Limbo King title the first time you crouch underneath a Trip Mine laser. Performing this action multiple times does not unlock multiple Limbo Challenge bonuses.

There are 39 different shirts to unlock along with 21 styles of glasses and 31 types of hats. Item unlocks that specify a logo design refer to a style of shirt with a small graphic in the center. For example, there are both United States Flag Logo and American Flag Shirt unlocks. The former has a small flag on the chest, whereas the latter design extends across the entire shirt.

Use the Challenges and Player Statistics options on the Multiplayer Menu to track your progress. The Challenges option provides a whole-numbers breakdown along with a progress meter to show your advancement across every Challenge, along with the reward for unlocking them. The Player Statistics screen reveals a wealth of data on player performance, but also several "Entertainment Statistics" that provide exact distances ran (and fallen) for the Marathon and Free Fallin' Challenges, among many others.

# WEAPON CHALLENGES

The Challenges in this group will likely be among the first you unlock in your multiplayer career. There are 16 groups of challenges—one for each type of weapon and attack—with four levels of each Challenge. The item and title unlocks aren't earned until the third and fourth levels are completed, respectively.

**Patience, Grasshopper:** There are enough Challenges here to keep you busy for a long time, so don't get too wrapped up in trying to complete specific Challenges right away. Just play the game, let the bodies land where they may, and enjoy the small XP boosts you get from unlocking the first one or two levels of each weapon's Challenge.

**More Bang = More Corpses:** Once you've unlocked a few of these Challenges and are ready to start earning the higher level rewards, turn your attention to the weapons with splash damage. Trip Mines, Pipe Bombs, the Rocket Launcher, Devastator, and Enforcer are all capable of dealing fatal splash damage to multiple enemies. Some of these weapons are harder to come by than others, but each one (and explosive barrels) provide the opportunity to get a multi-kill. This not only helps you complete the corresponding weapon Challenge faster, but other Challenges as well.

**Become a Specialist...:** Those who aim to complete every Challenge will ultimately need to focus their efforts on just one or two specialty weapons. Nobody likes a weapon hog, but it doesn't hurt to let your teammates know that you're trying to complete a specific weapon Challenge. They may, if you ask nicely, provide some cover fire while you run for a weapon pick-up.

**...But Stay Flexible:** Your opponents are probably smarter than you think, so don't become so devoted to using a single weapon that you become predictable. Players who constantly go for the same weapon pick-up ultimately find themselves stepping right into another player's crosshairs. It's not uncommon for players to camp the weapon spawns, so be careful and remember to mix things up, Challenge be damned!

### WEAPON-SPECIFIC CHALLENGES

| NAME | DESCRIPTION | XP | ITEM | TITLE |
|---|---|---|---|---|
| Watch Your Step I | Get 10 kills with Trip Mines. | 100 | None | None |
| Watch Your Step II | Get 25 kills with Trip Mines. | 250 | None | None |
| Watch Your Step III | Get 75 kills with Trip Mines. | 750 | Jester Hat | None |
| Watch Your Step IV | Get 200 kills with Trip Mines. | 2000 | None | Laser Cat |
| Splatter King I | Get 10 kills with Pipe Bombs. | 100 | None | None |
| Splatter King II | Get 25 kills with Pipe Bombs. | 250 | None | None |
| Splatter King III | Get 75 kills with Pipe Bombs. | 750 | Baseball Cap | None |
| Splatter King IV | Get 200 kills with Pipe Bombs. | 2000 | None | Splatter King |
| Punchy McPuncher I | Get 10 melee kills. | 100 | None | None |
| Punchy McPuncher II | Get 25 melee kills. | 250 | None | None |
| Punchy McPuncher III | Get 75 melee kills. | 750 | Hoplite Helmet | None |
| Punchy McPuncher IV | Get 200 melee kills. | 2000 | None | Primitive Screwhead |
| Roid Rage I | Get 10 kills with Steroids. | 100 | None | None |
| Roid Rage II | Get 25 kills with Steroids. | 250 | None | None |
| Roid Rage III | Get 75 kills with Steroids. | 750 | Wolf Logo | None |
| Roid Rage IV | Get 200 kills with Steroids. | 2000 | None | Furious George |
| Size Doesn't Matter I | Get 25 kills with the Pistol. | 250 | None | None |
| Size Doesn't Matter II | Get 100 kills with the Pistol. | 1000 | None | None |
| Size Doesn't Matter III | Get 250 kills with the Pistol. | 2500 | Military Hat | None |
| Size Doesn't Matter IV | Get 1000 kills with the Pistol. | 10000 | None | Gunslinger |
| Burger Face I | Get 25 kills with the Shotgun. | 250 | None | None |
| Burger Face II | Get 100 kills with the Shotgun. | 1000 | None | None |
| Burger Face III | Get 250 kills with the Shotgun. | 2500 | Backwards Baseball Cap | None |
| Burger Face IV | Get 1000 kills with the Shotgun. | 10000 | None | Boom Sticker |
| Swiss Cheese I | Get 25 kills with the Ripper. | 250 | None | None |
| Swiss Cheese II | Get 100 kills with the Ripper. | 1000 | None | None |
| Swiss Cheese III | Get 250 kills with the Ripper. | 2500 | Cheese Hat | None |
| Swiss Cheese IV | Get 1000 kills with the Ripper. | 10000 | None | Triple Threat |
| Boom Goes the Weasel I | Get 25 kills with the Rocket Launcher. | 250 | None | None |
| Boom Goes the Weasel II | Get 100 kills with the Rocket Launcher. | 1000 | None | None |
| Boom Goes the Weasel III | Get 250 kills with the Rocket Launcher. | 2500 | Detonator Logo | None |
| Boom Goes the Weasel IV | Get 1000 kills with the Rocket Launcher. | 10000 | None | Master Blaster |
| Laser-Seeking Missiles I | Get 25 kills with the Enforcer. | 250 | None | None |
| Laser-Seeking Missiles II | Get 100 kills with the Enforcer. | 1000 | None | None |
| Laser-Seeking Missiles III | Get 250 kills with the Enforcer. | 2500 | Brain Sucker | None |
| Laser-Seeking Missiles IV | Get 1000 kills with the Enforcer. | 10000 | None | The Enforcer |
| Meat Grinder I | Get 25 kills with the Devastator. | 250 | None | None |
| Meat Grinder II | Get 100 kills with the Devastator. | 1000 | None | None |
| Meat Grinder III | Get 250 kills with the Devastator. | 2500 | Retro Duke Logo | None |
| Meat Grinder IV | Get 1000 kills with the Devastator. | 10000 | None | Carpet Bomber |
| Medium Rare I | Get 25 kills with the AT Laser. | 250 | None | None |
| Medium Rare II | Get 100 kills with the AT Laser. | 1000 | None | None |
| Medium Rare III | Get 250 kills with the AT Laser. | 2500 | Tie-Dye Shirt | None |
| Medium Rare IV | Get 1000 kills with the AT Laser. | 10000 | None | Assault Trooper |
| Right In the Eye I | Get 25 kills with the Railgun. | 250 | None | None |
| Right In the Eye II | Get 100 kills with the Railgun. | 1000 | None | None |
| Right In the Eye III | Get 250 kills with the Railgun. | 2500 | I Shot Stupid Logo | None |
| Right In the Eye IV | Get 1000 kills with the Railgun. | 10000 | None | Straight Shooter |
| Ice to See You I | Execute a frozen player 10 times. | 100 | None | None |
| Ice to See You II | Execute a frozen player 25 times. | 250 | None | None |
| Ice to See You III | Execute a frozen player 75 times. | 750 | Ski Goggles | None |
| Ice to See You IV | Execute a frozen player 200 times. | 2000 | None | Iceman |
| Pee Wee Vermin I | Stomp on 10 enemies. | 100 | None | None |
| Pee Wee Vermin II | Stomp on 25 enemies. | 250 | None | None |
| Pee Wee Vermin III | Stomp on 75 enemies. | 750 | Uncle Sam Hat | None |
| Pee Wee Vermin IV | Stomp on 200 enemies. | 2000 | None | Exterminator |
| Smile You Son of a Bitch I | Get 10 kills with exploding barrels. | 100 | None | None |
| Smile You Son of a Bitch II | Get 25 kills with exploding barrels. | 250 | None | None |
| Smile You Son of a Bitch III | Get 75 kills with exploding barrels. | 750 | WTF Logo | None |
| Smile You Son of a Bitch IV | Get 200 kills with exploding barrels. | 2000 | None | Waste Manager |
| Tiny But Deadly I | Get 10 kills with the Garter Pistol. | 100 | None | None |
| Tiny But Deadly II | Get 25 kills with the Garter Pistol. | 250 | None | None |
| Tiny But Deadly III | Get 75 kills with the Garter Pistol. | 750 | Canadian Flag Logo | None |
| Tiny But Deadly IV | Get 200 kills with the Garter Pistol. | 2000 | None | Jealous Type |

# MOBILITY & PICK-UP

The seven groups of Challenges in this category will simply be earned over time—and some not for a long time. These Challenges reward players who get the most out of Duke's chemically-enhanced physique and high-tech toys. As with the weapon-based Challenges, the item and title rewards are unlocked upon completing the third and fourth tier of each Challenge type.

**Laziness Is for Losers:** Don't walk when you can run and don't jump when you can rocket jump (just watch where you point that thing). You'll never earn the Marathon and Explosive Gas Challenges if you don't put some effort into your movements. So bear down and push that Sprint button to move with some urgency. The same goes for rocket jumping; don't be afraid to expend a rocket or two using the RPG to launch Duke onto a higher ledge.

**Moderation Is Unhealthy:** Pay no attention to the advice of your physician; there's no better way to complete more Challenges and unlock bonus XP than by hitting the bottle. Hard. Using Steroids, drinking Beers, and deploying Holodukes are all going to naturally occur over time, but you can earn those level IV Challenges faster by making a point of gathering up and using as many pick-ups as possible.

### ABILITY CHALLENGES

| NAME | DESCRIPTION | XP | ITEM | TITLE |
|---|---|---|---|---|
| Mile High Club I | Fly for 10 minutes. | 500 | None | None |
| Mile High Club II | Fly for 30 minutes. | 1500 | None | None |
| Mile High Club III | Fly for 60 minutes. | 3000 | Bird S*!t Logo | None |
| Mile High Club IV | Fly for 90 minutes. | 4500 | None | High Flier |
| Free Fallin' I | Fall 250 feet in total. | 100 | None | None |
| Free Fallin' II | Fall 750 feet in total. | 1000 | None | None |
| Free Fallin' III | Fall 1500 feet in total. | 2500 | Balls Logo | None |
| Free Fallin' IV | Fall 2500 feet in total. | 10000 | None | Drop Out |
| Marathon I | Run 5 miles. | 125 | None | None |
| Marathon II | Run 10 miles. | 250 | None | None |
| Marathon III | Run 50 miles. | 1250 | Sport Shades | None |
| Marathon IV | Run 150 miles. | 3750 | None | Forrest |
| That Wasn't Me I | Use a Holoduke 10 times. | 250 | None | None |
| That Wasn't Me II | Use a Holoduke 25 times. | 625 | None | None |
| That Wasn't Me III | Use a Holoduke 75 times. | 1875 | 3D Glasses | None |
| That Wasn't Me IV | Use a Holoduke 200 times. | 5000 | None | Predator |
| Prescription Only I | Use 10 Steroids. | 250 | None | None |
| Prescription Only II | Use 25 Steroids. | 625 | None | None |
| Prescription Only III | Use 75 Steroids. | 1875 | Radioactive Logo | None |
| Prescription Only IV | Use 200 Steroids. | 5000 | None | Pill Popper |
| Really Thirsty I | Drink 10 beers. | 250 | None | None |
| Really Thirsty II | Drink 25 beers. | 625 | None | None |
| Really Thirsty III | Drink 75 beers. | 1875 | Beer Hat | None |
| Really Thirsty IV | Drink 200 beers. | 5000 | None | Frat Boy |
| Explosive Gas I | Rocket jump 10 times. | 100 | None | None |
| Explosive Gas II | Rocket jump 25 times. | 250 | None | None |
| Explosive Gas III | Rocket jump 75 times. | 750 | Balls of Steel Logo | None |
| Explosive Gas IV | Rocket jump 200 times. | 2000 | None | Rocketman |

# PERFORMANCE CHALLENGES

The bulk of the Challenges award your commitment to each of the various game modes and also the skill you exhibit while playing. The majority of these Challenges will simply come over time as you continue to play the game, experiment with Duke's abilities, and get better at the team objective matches. Continue to play, cross your fingers that you land on a good team, and rack up the victories and the kills to unlock these Challenges.

**Study the List:** While some of these Challenges are exactly what you may expect from a system such as this, there are quite a few that require some unorthodox techniques. For example, the "Stuck on You" Challenges require that you directly stick enemies with Trip Mines. "Breaking the Mold" requires that you melee kill an enemy after freezing him. Another Challenge called "Going on Safari" requires you to string together a very specific kill streak with a set list of weapons. Consult the list (both in the book and within the game) to see which Challenges you're close to completing.

**Team Player:** The loading screen tip that speaks of the importance of the team objective being greater than your kill-to-death ratio isn't a joke, it's a reminder that is all-too needed for many players. Players who focus on the team objective, or even a certain role within the team's overall strategy, are greatly rewarded with bonus XP, new items, and titles. Be a team player, focus on the team objective when playing Capture the Babe and Hail to the King and reap the rewards.

**It'll Destroy Your Mouth:** You scratch their itch, they scratch yours. We don't condone it and every one of these Challenges is certainly attainable if you play long enough, but it's not against the rules to get together with other players and help one another unlock some of these Challenges. There are a few that will go a lot faster if you coordinate with the enemy and none more than "Hot Pockets." Trapping two enemies in the microwave just doesn't happen that often by chance, let alone 50 times. And that 25,000 bonus XP is just too tempting to pass up!

### PERFORMANCE CHALLENGES

| NAME | DESCRIPTION | XP | ITEM | TITLE |
|---|---|---|---|---|
| Duke Match Veteran | Play two hours of Duke Matches. | 500 | Tropical Shirt | None |
| Team Duke Match Veteran | Play two hours of Team Duke Matches. | 500 | Double Rainbow Logo | None |
| Capture the Babe Veteran | Play two hours of Capture the Babe matches. | 500 | Heart Glasses | None |
| Hail to the King Veteran | Play two hours of Hail to the King matches. | 500 | Pickelhaube | None |
| S*!t Talker | Taunt once in any multiplayer mode. | 50 | None | None |
| Super Ninja | Kill a player while you are using the Holo Duke | 150 | Groucho Glasses | None |
| I See You | Kill a player while they are using the Holo Duke | 250 | Samurai Helmet | None |
| Double Your Fun | Kill a player while using double damage. | 100 | None | None |
| Nothing Can Stop Me | Kill a player while invincible. | 100 | Wraparound Shades | None |
| Just Chillin' | Freeze an enemy. | 50 | None | None |
| All About Perspective | Shrink an enemy. | 50 | None | None |
| So Hot | Survive being frozen. | 100 | Inuit Goggles | None |
| The Water Was Cold | Survive being shrunk. | 100 | Tea Shades | None |
| Crusader I | Win a Duke Match. | 100 | None | None |
| Crusader II | Win 25 Duke Matches. | 2500 | None | None |
| Crusader III | Win 75 Duke Matches. | 7500 | United States Flag Logo | None |
| Crusader IV | Win 200 Duke Matches. | 20000 | None | Lone Wolf |
| All About Me I | Get 10 kills in Duke Match. | 100 | None | None |
| All About Me II | Get 50 kills in Duke Match. | 500 | None | None |
| All About Me III | Get 200 kills in Duke Match. | 2000 | American Flag Shirt | None |
| All About Me IV | Get 500 kills in Duke Match. | 5000 | None | Grim Reaper |
| My Brother's Keeper I | Win a Team Duke Match. | 100 | None | None |
| My Brother's Keeper II | Win 25 Team Duke Matches. | 2500 | None | None |
| My Brother's Keeper III | Win 75 Team Duke Matches. | 7500 | Ducks Shirt | None |
| My Brother's Keeper IV | Win 200 Team Duke Matches. | 20000 | None | Sarge |
| Get Off My Coattails I | Get 10 kills in Team Duke Matches. | 100 | None | None |
| Get Off My Coattails II | Get 50 kills in Team Duke Matches. | 500 | None | None |
| Get Off My Coattails III | Get 200 kills in Team Duke Matches. | 2000 | Christmas Shirt | None |
| Get Off My Coattails IV | Get 500 kills in Team Duke Matches. | 5000 | None | Teamster |
| Face Rolled I | Get the most kills in a Team Duke Match. | 100 | None | None |
| Face Rolled II | Get the most kills in 10 Team Duke Matches. | 2500 | None | None |
| Face Rolled III | Get the most kills in 50 Team Duke Matches. | 7500 | Star Glasses | None |
| Face Rolled IV | Get the most kills in 100 Team Duke Matches. | 20000 | None | MVP |
| I'm Gonna Let You Finish I | Get 10 assists in Team Duke Matches. | 100 | None | None |
| I'm Gonna Let You Finish II | Get 50 assists in Team Duke Matches. | 500 | None | None |
| I'm Gonna Let You Finish III | Get 125 assists in Team Duke Matches. | 1250 | Shutter Shades | None |
| I'm Gonna Let You Finish IV | Get 250 assists in Team Duke Matches. | 2500 | None | Wingman |
| Ladies Man I | Win a Capture the Babe game. | 100 | None | None |
| Ladies Man II | Win 25 Capture the Babe games. | 2500 | None | None |
| Ladies Man III | Win 75 Capture the Babe games. | 7500 | Groping Hands Logo | None |
| Ladies Man IV | Win 200 Capture the Babe games. | 20000 | None | Ladies Man |
| You're Married? I | Get the most Babes in a Capture the Babe game. | 10 | None | None |
| You're Married? II | Get the most Babes in 10 Capture the Babe games. | 100 | None | None |
| You're Married? III | Get the most Babes in 50 Capture the Babe games. | 500 | Tux Logo | None |
| You're Married? IV | Get the most Babes in 150 Capture the Babe games. | 1500 | None | Sexy Beast |
| Womanizer I | Capture the Babe in Capture the Babe mode. | 25 | None | None |
| Womanizer II | Capture 20 Babes in Capture the Babe mode. | 500 | None | None |
| Womanizer III | Capture 69 Babes in Capture the Babe mode. | 1725 | Boobs Logo | None |
| Womanizer IV | Capture 150 Babes in Capture the Babe mode. | 3750 | None | Chick Magnet |
| Lady Savior I | Return your Babe to your base. | 50 | None | None |

| NAME | DESCRIPTION | XP | ITEM | TITLE |
|---|---|---|---|---|
| Lady Savior II | Return your Babe to your base 10 times. | 500 | None | None |
| Lady Savior III | Return your Babe to your base 50 times. | 2500 | Cherry Logo | None |
| Lady Savior IV | Return your Babe to your base 150 times. | 7500 | None | Pick Up Artist |
| C%(k Blocker I | Kill an enemy Babe carrier. | 50 | None | None |
| C%(k Blocker II | Kill 10 enemy Babe carriers. | 500 | None | None |
| C%(k Blocker III | Kill 50 enemy Babe carriers. | 2500 | Pimp Hat | None |
| C%(k Blocker IV | Kill 150 enemy Babe carriers. | 7500 | None | C%(k Blocker |
| Kingmaker I | Win a Hail to the King game. | 100 | None | None |
| Kingmaker II | Win 25 Hail to the King games. | 2500 | None | None |
| Kingmaker III | Win 75 Hail to the King games. | 7500 | Coat of Arms Logo | None |
| Kingmaker IV | Win 200 Hail to the King games. | 20000 | None | Royalty |
| Grubby Mitts I | Earn 50 points for your team in Hail to the King mode. | 200 | None | None |
| Grubby Mitts II | Earn 200 points for your team in Hail to the King mode. | 800 | None | None |
| Grubby Mitts III | Earn 500 points for your team in Hail to the King mode. | 2000 | Seal of Approval Logo | None |
| Grubby Mitts IV | Earn 1000 points for your team in Hail to the King mode. | 4000 | None | Point Whore |
| Our House I | Take the control point back from the enemy team. | 100 | None | None |
| Our House II | Take the control point back from the enemy team 10 times. | 2500 | None | None |
| Our House III | Take the control point back from the enemy team 50 times. | 7500 | Radioactive Fist Logo | None |
| Our House IV | Take the control point back from the enemy team 150 times. | 20000 | None | Control Freak |
| Hail Mary I | Kill 10 enemies while they're in the control point. | 100 | None | None |
| Hail Mary II | Kill 25 enemies while they're in the control point. | 250 | None | None |
| Hail Mary III | Kill 75 enemies while they're in the control point. | 750 | Leeroy Logo | None |
| Hail Mary IV | Kill 200 enemies while they're in the control point. | 2000 | None | Party Pooper |
| Follow My Lead I | Get the highest score in 5 Team Duke Matches | 250 | None | None |
| Follow My Lead II | Get the highest score in 10 Team Duke Matches | 500 | None | None |
| Follow My Lead III | Get the highest score in 25 Team Duke Matches | 1250 | Traffic Cone | None |
| Follow My Lead IV | Get the highest score in 75 Team Duke Matches | 3750 | None | Squad Leader |
| Battle for the Circle I | Get the highest score in 5 Hail to The King matches. | 250 | None | None |
| Battle for the Circle II | Get the highest score in 10 Hail to The King matches. | 500 | None | None |
| Battle for the Circle III | Get the highest score in 25 Hail to The King matches. | 1250 | Crown | None |
| Battle for the Circle IV | Get the highest score in 75 Hail to The King matches. | 3750 | None | The King |
| Propane Accessories | Kill 4 enemies inside the control point at the same time. | 500 | Classic Glasses | None |
| Scraping Bottom | Finish last in a Duke Match. | 10 | None | None |
| I Tried My Best | Get the highest score on the losing team in a Team Duke Match. | 125 | None | None |
| I'm Here for the Food | Get the lowest score on the losing team in a Team Duke Match. | 10 | None | None |
| We Tried | Get the highest score on the losing team in a Hail to The King match. | 125 | None | None |
| My Team Sucked | Get the lowest score on the losing team in a Hail to The King Match. | 10 | None | None |
| Major Shrinkage | Get shrunk while carrying the Babe in Capture The Babe. | 10 | None | None |
| Spring Loaded | Kill a player while you are in flight from a Jump Pad. | 2500 | None | Bouncer |
| Ralph | Drink 20 beers in a single HTTK match. | 2000 | Video Glasses | None |
| Dirty Rats | Kill a shrunk player while shrunk. | 500 | Bugeye Glasses | None |
| Leap Frog | Jump over a RPG round. | 500 | None | Hurdler |
| Limbo | Crouch under a trip mine laser. | 500 | None | Limbo King |
| She Was Frigid | Get frozen while carrying the Babe in Capture The Babe. | 10 | Middle Finger Logo | None |
| Top Gun I | Kill 10 players after locking on to them. | 250 | None | None |
| Top Gun II | Kill 25 players after locking on to them. | 625 | None | None |
| Top Gun III | Kill 75 players after locking on to them. | 1875 | Aviator Sunglasses | None |
| Top Gun IV | Kill 200 players after locking on to them. | 5000 | None | Ace |
| Flak You I | Kill 10 enemies by exploding their Jetpacks. | 100 | None | None |
| Flak You II | Kill 25 enemies by exploding their Jetpacks. | 250 | None | None |
| Flak You III | Kill 75 enemies by exploding their Jetpacks. | 750 | Hunting Logo | None |
| Flak You IV | Kill 200 enemies by exploding their Jetpacks. | 2000 | None | Duck Hunter |
| Bouncing Betty I | Jump on 50 jump pads. | 500 | None | None |
| Bouncing Betty II | Jump on 150 jump pads. | 1500 | None | None |
| Bouncing Betty III | Jump on 500 jump pads. | 5000 | Horn-Rimmed Glasses | None |
| Bouncing Betty IV | Jump on 1000 jump pads. | 10000 | None | Spring Chicken |
| Hot Pockets I | Kill 2 or more players at once with the microwave in Duke Burger. | 500 | None | None |
| Hot Pockets II | Kill 2 or more players at once with the microwave in Duke Burger 5 times. | 2500 | None | None |
| Hot Pockets III | Kill 2 or more players at once with the microwave in Duke Burger 10 times. | 5000 | Ballissimo Logo | None |
| Hot Pockets IV | Kill 2 or more players at once with the microwave in Duke Burger 50 times. | 25000 | None | Radioactive |
| Squeaky Clean I | Get 5 kills with the dishwasher in Duke Burger. | 500 | None | None |
| Squeaky Clean II | Get 10 kills with the dishwasher in Duke Burger. | 1000 | None | None |
| Squeaky Clean III | Get 50 kills with the dishwasher in Duke Burger. | 5000 | Scuba Mask | None |
| Squeaky Clean IV | Get 150 kills with the dishwasher in Duke Burger. | 15000 | None | The Cleaner |
| Fire and Ice | Use a barrel to kill a frozen player. | 1000 | None | Elemental Wizard |
| Ménage à Death | Outmaneuver a trio of Enforcer missiles that have locked onto you. | 1000 | None | Slick Willy |
| Kangaroo Jack | Kill 10 players while not on the ground. | 1000 | Propeller Beanie | None |
| Pigeon Precision | Kill 10 players while flying with a Jetpack. | 1000 | Feathered Headdress | None |
| Pull! | Use the Shotgun to kill a player in flight from a Jump Pad. | 1000 | None | Skeeter |
| Drinking Makes You Tougher | Survive a melee attack by having drunk a beer first. | 1000 | None | None |
| Freezing Rain | Freeze an enemy who is in midair. | 150 | None | None |
| Falling Down Shrunk | Shrink an enemy who is in midair. | 150 | None | None |
| Midair Collision | Use the Railgun to kill an enemy while you're being launched by a Jump Pad. | 2500 | Hypno-Goggles | None |
| Perfect Aim | Use the Railgun to kill a shrunk enemy. | 1000 | Tattoo Shirt | None |
| The Sheriff | Get 10 kills using the Pistol in Morningwood during a single match. | 1000 | None | Sheriff |
| Your Shirt's Da Bomb | Equip the F-Bomb shirt logo and win a DM match. | 500 | None | None |

| NAME | DESCRIPTION | XP | ITEM | TITLE |
|---|---|---|---|---|
| MADF | Fly a Jetpack while drunk. | 250 | None | Plastered Pilot |
| Old School | Get 30 kills in a single match in Hollywood. | 1000 | None | Hollywood Star |
| Special Sauce | Destroy 1 of each type of condiment during a single match in Duke Burger. | 500 | Hot Dog Logo | None |
| One Man Army I | Kill an entire 4 man team within 5 seconds of each other. | 500 | None | None |
| One Man Army II | Kill an entire 4 man team within 5 seconds of each other 5 times. | 2500 | None | None |
| One Man Army III | Kill an entire 4 man team within 5 seconds of each other 10 times. | 5000 | Cone Head | None |
| One Man Army IV | Kill an entire 4 man team within 5 seconds of each other 50 times. | 25000 | None | One Man Army |
| Scalp Collector I | Kill all enemies at least once in a single match 5 times. | 500 | None | None |
| Scalp Collector II | Kill all enemies at least once in a single match 10 times. | 1000 | None | None |
| Scalp Collector III | Kill all enemies at least once in a single match 50 times. | 5000 | iPwned Logo | None |
| Scalp Collector IV | Kill all enemies at least once in a single match 150 times. | 15000 | None | Scalp Collector |
| Payback I | Get a payback kill. | 25 | None | None |
| Payback II | Get 10 payback kills. | 250 | None | None |
| Payback III | Get 50 payback kills. | 1250 | Trick Arrow | None |
| Payback IV | Get 150 payback kills. | 3750 | None | Bronson |
| That Last Step I | Kill 5 players in a single match with Trip Mines. | 100 | None | None |
| That Last Step II | Kill 5 players in a single match with Trip Mines 10 times. | 1000 | None | None |
| That Last Step III | Kill 5 players in a single match with Trip Mines 50 times. | 5000 | Foot Logo | None |
| That Last Step IV | Kill 5 players in a single match with Trip Mines 150 times. | 15000 | None | Major Miner |
| Lemmings... All of Them I | Get 5 multi-kills with Trip Mines. | 250 | None | None |
| Lemmings... All of Them II | Get 10 multi-kills with Trip Mines. | 500 | None | None |
| Lemmings... All of Them III | Get 50 multi-kills with Trip Mines. | 2500 | Piranha Logo | None |
| Lemmings... All of Them IV | Get 150 multi-kills with Trip Mines. | 7500 | None | Master Baiter |
| Stuck On You I | Kill 5 players by sticking Trip Mines to them. | 500 | None | None |
| Stuck On You II | Kill 10 players by sticking Trip Mines to them. | 1000 | None | None |
| Stuck On You III | Kill 50 players by sticking Trip Mines to them. | 5000 | Miner Helmet | None |
| Stuck On You IV | Kill 150 players by sticking Trip Mines to them. | 15000 | None | Sticky Fingers |
| That's Chunky I | Kill 5 players in a single match with Pipe Bombs. | 100 | None | None |
| That's Chunky II | Kill 5 players in a single match with Pipe Bombs 10 times. | 1000 | None | None |
| That's Chunky III | Kill 5 players in a single match with Pipe Bombs 50 times. | 5000 | Hoodie Logo | None |
| That's Chunky IV | Kill 5 players in a single match with Pipe Bombs 150 times. | 15000 | None | Chili Maker |
| Curiosity Killed the Cat I | Get 5 multi-kills with Pipe Bombs. | 250 | None | None |
| Curiosity Killed the Cat II | Get 10 multi-kills with Pipe Bombs. | 500 | None | None |
| Curiosity Killed the Cat III | Get 50 multi-kills with Pipe Bombs. | 2500 | F-Bomb Logo | None |
| Curiosity Killed the Cat IV | Get 150 multi-kills with Pipe Bombs. | 7500 | None | Crowd Killer |
| El Toro I | Kill 5 players in a single match with melee attacks. | 250 | None | None |
| El Toro II | Kill 5 players in a single match with melee attacks 5 times. | 1250 | None | None |
| El Toro III | Kill 5 players in a single match with melee attacks 10 times. | 2500 | Skulls Logo | None |
| El Toro IV | Kill 5 players in a single match with melee attacks 50 times. | 12500 | None | Pugilist |
| K.O. King I | Kill 5 players in a single match while using Steroids. | 250 | None | None |
| K.O. King II | Kill 5 players in a single match while using Steroids 5 times. | 1250 | None | None |
| K.O. King III | Kill 5 players in a single match while using Steroids 10 times. | 2500 | Flexing Arm Logo | None |
| K.O. King IV | Kill 5 players in a single match while using Steroids 50 times. | 12500 | None | The Incredible Bulk |
| Blast Radius I | Kill 4 or more players at once with the RPG. | 500 | None | None |
| Blast Radius II | Kill 4 or more players at once with the RPG 5 times. | 2500 | None | None |
| Blast Radius III | Kill 4 or more players at once with the RPG 10 times. | 5000 | Chicken Hat | None |
| Blast Radius IV | Kill 4 or more players at once with the RPG 50 times. | 25000 | None | Big Shot |
| Running Man | Trigger 4 Trip Mines by running through them and not dying. | 1000 | None | Running Man |
| Remote Bomber | Get a kill by detonating a Pipe Bomb while more than 200 feet away. | 1000 | None | Mad Bomber |
| Bar Fight | Punch-kill a player while you are drunk and on Steroids. | 1000 | None | Bar Brawler |
| Inhuman | Be under the effects of Double Damage and Invincibility at the same time. | 1000 | None | Inhuman |
| We're Going Streaking! I | Get 5 kills in a row without dying. | 250 | None | None |
| We're Going Streaking! II | Get 5 kills in a row without dying 5 times. | 1250 | None | None |
| We're Going Streaking! III | Get 5 kills in a row without dying 10 times. | 2500 | Skull and Balls Logo | None |
| We're Going Streaking! IV | Get 5 kills in a row without dying 25 times. | 6250 | None | Spree Killer |
| Untouchable I | Play an entire match without getting killed. | 1000 | Prisoner Mask | None |
| Untouchable II | Play 5 matches without getting killed. | 5000 | None | None |
| Untouchable III | Play 20 matches without getting killed. | 20000 | None | None |
| Untouchable IV | Play 50 matches without getting killed. | 50000 | None | Untouchable |
| Going on Safari | Kill a player with each of the following: Pistol, Ripper, Shotgun, and Steroids one after the other, without dying. | 2500 | Grand Pooh-Bah Hat | None |
| Nuke 'Em I | Get 5 kills with the microwave in Duke Burger. | 500 | None | None |
| Nuke 'Em II | Get 10 kills with the microwave in Duke Burger. | 1000 | None | None |
| Nuke 'Em III | Get 50 kills with the microwave in Duke Burger. | 5000 | Chef's Hat | None |
| Nuke 'Em IV | Get 150 kills with the microwave in Duke Burger. | 15000 | None | Duke Nuker |
| Overkill | Use an explosive weapon to kill a frozen, shrunk player. | 2500 | Texas Flag Logo | None |
| Breaking the Mold | Freeze a player, allow them to thaw and finish him off with a melee attack. | 2500 | Goggles | None |
| Dance Party | Have all 4 team members squat and stand 3 times on a single capture point in a HTTK match. | 5000 | Headphones | None |
| Hot Potato | Have all 4 team members get a kill with a Pipe Bomb in a single TDM match. | 5000 | Football Helmet | None |
| Ogre Rush | Kill everyone on a capture point while on Steroids. | 2500 | Viking Helmet | None |
| Joust | Melee kill a player while flying with the Jetpack. | 2500 | Plague Doctor Mask | None |
| One Shot One Kill | Fire 3 RPG shots in a row that each kill at least one enemy. | 5000 | Alien Cockpit | None |
| From Beyond the Grave | Kill a player after you are already dead. | 2500 | Pumpkin Hat | None |
| Giant Killer | Kill a player that shrunk you before you grow big or die. | 2500 | Fez | None |

# SUICIDE CHALLENGES

There's more than one way to die in *Duke Nukem Forever* and it's often your own fault. Not every weapon you wield can prove suicidal, but each of the explosive ones can. Just fire the weapon (or detonate a Pipe Bomb) on the ground directly below you to die in the blast. It's also possible to fire an RPG or other explosive weapon into a nearby wall to score the suicide.

**So Big!:** Duke is killed when he returns to normal size if he's not in a large enough space to accommodate his height. Get the "No Head Room" suicide by using a Shrink Pad and waiting inside a shrunken mini-route for Duke to return to full size again.

**Hydro Power:** The best place to perform a suicide by electricity is on the Hoover Damned map. Run into the electrified shipping container or leap into the water near the alien to unlock the "Shocking, Huh?" Challenge.

### SUICIDE CHALLENGES

| NAME | DESCRIPTION | XP | ITEM | TITLE |
|---|---|---|---|---|
| My Emo Life | Complete all other suicide challenges. | 20 | Banzai Headband | None |
| Watch Where You're Going | Suicide by Trip Mines. | 10 | None | None |
| Acme Inc. | Suicide by RPG. | 10 | None | None |
| O.M.G. | Suicide by Pipe Bomb. | 10 | None | None |
| I'll Never Learn | Suicide by Devastator. | 10 | None | None |
| Stupid Seeking Missiles | Suicide by Enforcer. | 10 | None | None |
| Never Taken Alive | Suicide by falling. | 10 | None | None |
| Don't Touch | Suicide by exploding barrel. | 10 | None | None |
| No Head Room | Suicide when you unshrink. | 10 | None | None |
| Where's My Parachute? | Suicide by falling to your death after running out of Jetpack fuel. | 10 | None | None |
| Shocking, Huh? | Suicide by electricity. | 10 | None | None |
| Forgot to Flip | Suicide by the stove in Duke Burger. | 10 | None | None |

# SECRET AREA CHALLENGES

Each of the multiplayer maps has what is known as a "secret area." Some of them can be found by using a strategically placed Bounce Pad (Duke Burger) or Shrink Pad (Highway Noon), while others require far more searching on your part. Several of the secret areas are even hidden behind pass-through walls (Hollywood has two of these). Consult our coverage for each of the maps to get the lowdown on how to access each map's secret area. Some maps have multiple secret areas, but you only need to access one to get credit for the Challenge. Secret Areas typically conceal a really powerful weapon or power-up, so don't just find them for the Challenge—make them part of your standard strategy!

### SECRET AREA CHALLENGES

| NAME | DESCRIPTION | XP | ITEM | TITLE |
|---|---|---|---|---|
| Secret Snoop | Find all secret areas. | 1500 | Pith Helmet | None |
| Secret Area: Duke Burger | Find the secret area in Duke Burger. | 100 | None | None |
| Secret Area: Hoover Damned | Find the secret area in Hoover Damned. | 100 | None | None |
| Secret Area: Hive | Find the secret area in Hive. | 100 | None | None |
| Secret Area: Morningwood | Find the secret area in Morningwood. | 100 | None | None |
| Secret Area: Vegas Ruins | Find the secret area in Vegas Ruins. | 100 | None | None |
| Secret Area: Industrial | Find the secret area in Industrial. | 100 | None | None |
| Secret Area: Casino | Find the secret area in Casino. | 100 | None | None |
| Secret Area: Highway Noon | Find the secret area in Highway Noon. | 100 | None | None |
| Secret Area: Construction | Find the secret area in Construction. | 100 | None | None |
| Secret Area: Hollywood | Find the secret area in Hollywood. | 100 | None | None |

# ULTIMATE CHALLENGE

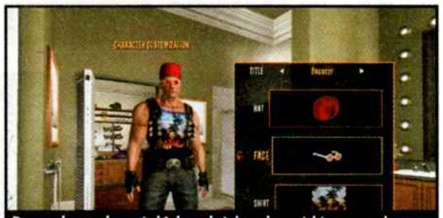
Behold, the 315th Challenge. Complete all 314 Challenges listed in the previous tables to earn the right to be called The True Duke.

### ULTIMATE CHALLENGE

| NAME | DESCRIPTION | XP | ITEM | TITLE |
|---|---|---|---|---|
| Perfectionist | Complete every challenge. | 100000 | None | The True Duke |

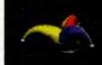
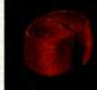
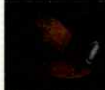
# CHANGE ROOM

Access the Change Room from the Multiplayer menu to alter your Duke character's appearance in multiplayer mode. Select any of the titles you've unlocked by completing Challenges and pick out new combinations of hat, face, and shirt for Duke to wear. You can even change the color of the t-shirt when wearing one of the logo style shirts. The following pages showcase every item available for the Change Room. Consult the previous tables to see which Challenges need to be completed to unlock them!

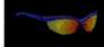


***Remember to keep it high and tight when picking out a hat—leave the bulky Traffic Cone and Hoplite Hat for those who like getting sniped!***

## HATS

| ITEM | DESCRIPTION |
|---|---|
| No Hat—Default | No hat. |
|  Jester Hat | Camouflage for fighting the clowns you're up against. |
| Baseball Cap | Cover up bed head with this simple baseball cap. |
| Hoplite Helmet | March into battle looking like a giant rooster. |
| Military Cap | Proud member of the Duke Nukem army of one. |
| Backwards Baseball Cap | Keepin' it real. |
| Cheese Hat | Includes pre-made holes to confuse your enemies. |
| Brain Sucker | Must… destroy… mankind. |
| Uncle Sam Hat | The greatness of America, distilled into hat form. |
| Beer Helmet | A drunk scout is always prepared. |
| Pickelhaube | Great Grandfather Otto Heinrich Franz Werner Herzog von Nukem's spiky helmet. |
| Samurai Helmet | He was wearing a samurai helmet! No officer, I'm not on drugs. |
| Pimp Hat | Fraggin' ain't easy. |
| Traffic Cone | Be sure to parallel park a rocket into your enemy's face. |
| Crown | His Royal Highness, King Duke, declares that it's time to kick ass. |
| Banzai Headband | Let your adversary know that neither of you are coming back from this fight. |
| Propeller Beanie | Don't go thinking that the propeller will let you fly if you go leaping off of any buildings. |
| Feathered Headdress | It looks so good that all the ladies will want to see your totem pole. |
| Cone Head | Prepare to consume great amounts of awesomeness. |
| Trick Arrow | Well excuuuse me for being a wild and insane guy. |
| Chicken Hat | Hey, that chicken's got a Duke stuck on its ass. |
| Grand Pooh-Bah Hat | Only Duke knows what sort of animal this hat was made from. |
| Chef's Hat | Chef Duke is cooking up a seven-layer casserole of pain. |
| Headphones | These babies pick up both AM and FM stations! |
| Football Helmet | 4th and inches to kicking some ass. |
| Viking Helmet | Send your enemies to the halls of Valhalla. |
| Alien Cockpit | Who's really in charge here? |
| Pumpkin Hat | Great pumpkin? No, the greatest pumpkin. |
|  Fez | Be a member of the Ancient Order of Ass Kicking. |
|  Miner Helmet | It not only protects your skull from falling debris, but that light is great for reading in bed. |
| Pith Helmet | It's not war, it's an adventure! |

## FACE

| ITEM | DESCRIPTION |
|---|---|
| Default Sunglasses | These are Duke's default sunglasses. |
| Ski Goggles | Hit the slopes or shoot an enemy and look cool doing it. |
|  Sport Shades | Whoever said that killing your enemies wasn't a sport? |
| 3D Glasses | It's like those bullets are coming right at you! |
| Heart Glasses | Show your love to your enemies. |
| Groucho Glasses | No one will be able to guess your true identity in these. |
| Wraparound Shades | Not to be confused with reach-around. |
| Inuit Goggles | Low-tech shades that look like a sci-fi visor. |
| Teashades | Woah… trippy man. |
| Star Glasses | Get your glam on while destroying your enemies. |
| Shutter Glasses | The view through your blinds everywhere you go. |

| ITEM | DESCRIPTION |
|---|---|
| Classic Glasses | Frag your foes while looking like your dad. |
| Video Glasses | I only have eyes for brew. |
| Bugeye Glasses | Looking cool and bug free. |
| Aviator Sunglasses | The classic big D sunglasses. |
| Horn-Rimmed Glasses | Aunt Nukem's reading glasses. |
| Scuba Mask | You never know when there's going to be a flood. |
| Hypno-Goggles | Daze your opponents while you mess with their hands. |
| Prisoner Mask | Frag your enemies all you want, just don't eat them afterwards. That's gross. |
| Goggles | Protects your eyes and helps you focus on kicking ass. |
| Plague Doctor Mask | Protect yourself from their filthy germs. |

## SHIRT

| ITEM | DESCRIPTION |
|---|---|
| Plain Shirt | Duke's regular shirt. |
| Wolf Logo | Pure, unbridled fury. |
| Retro Duke Logo | Old school action. |
| I Shot Stupid Logo | Make sure that someone's standing to your left, otherwise it just looks silly. |

| ITEM | DESCRIPTION |
|---|---|
| WTF Logo | OMG WTF BBQ! |
| Canadian Flag Logo | Take off to the Great White North. |
| Hunting Logo | Real men hunt with their bare hands. |
| Bird Sh*# Logo | Let your opponents know that you're ready to crap on their lives. |

| ITEM | DESCRIPTION |
|---|---|
| Balls Logo | Let the world know that you're proud of your balls. |
| Radioactive Logo | More than just a symbol… it's a way of life. |
| Double Rainbow | For when you want to go all the way. |
| United States Flag Logo | America, f*!@ yeah! |
| Groping Hands Logo | They can't keep their hands off you. |
| Tux Logo | For those times that require a touch of class. |
| Boobs Logo | It's not like cross-dressing, you just really like looking at boobs. |
| Cherry Logo | There's something about this shirt that just sort of pops. |
| Coat of Arms Logo | The Nukem family crest, dating back generations. |
| Seal of Approval Logo | You've been fully certified and approved by the Duke himself. |
| Radioactive Fist Logo | Duke power! |
| Leeroy Logo | Let your teammates know that you're ready to charge into battle. |
| Middle Finger Logo | For those times when you're too lazy for words. |
| Balls of Steel Logo | You want to know what it takes to win games? It takes steel balls to win games. |
| Ballissimo Logo | The perfect recipe… for carnage! |
| Detonator's Logo | Delivering the long bombs. |

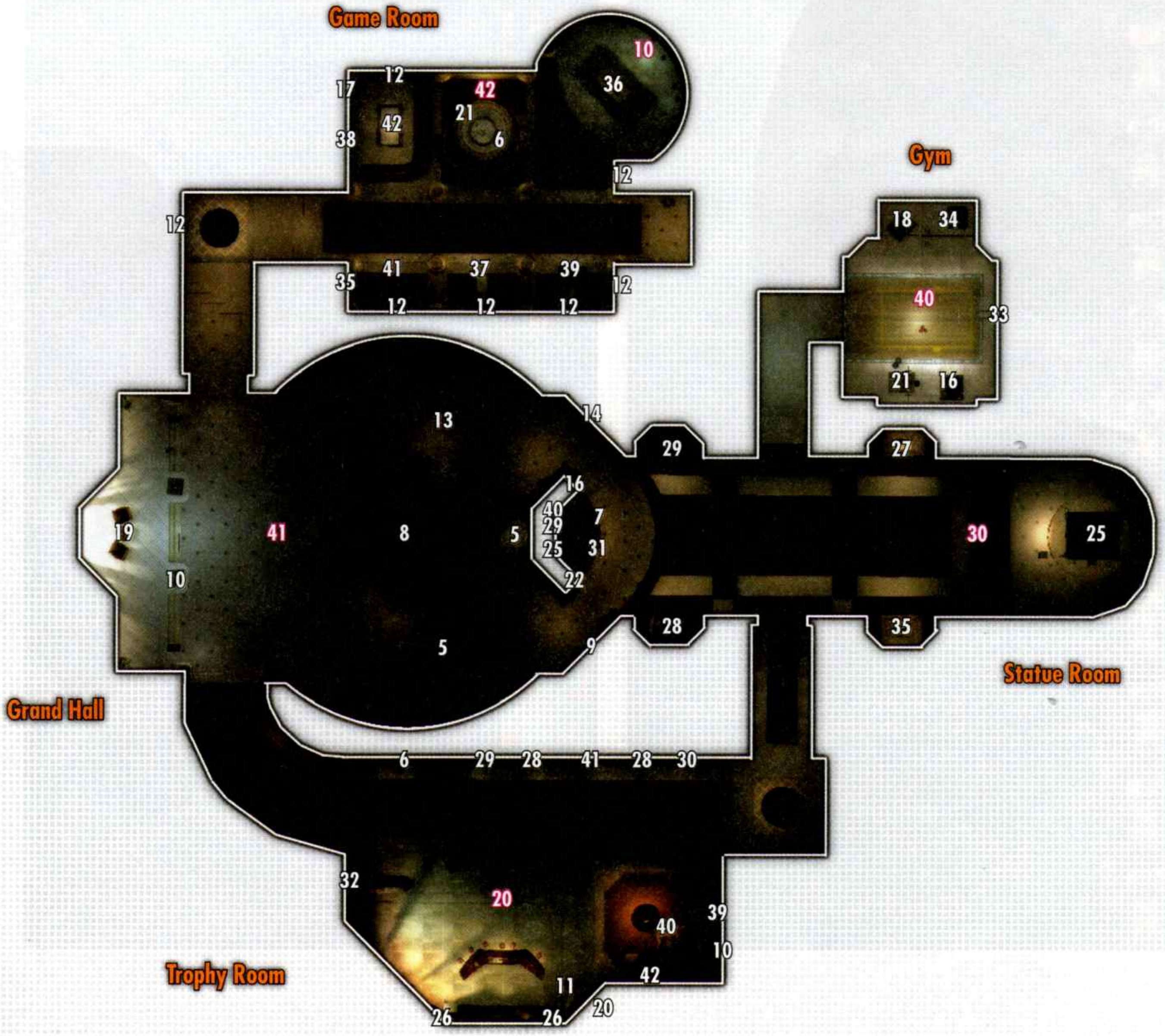
| ITEM | DESCRIPTION |
|---|---|
| Piranha Logo | Unleash your bloodlust and start a feeding frenzy. |
| F-Bomb Logo | Somebody set you up the f-bomb. |
| Hot Dog Logo | Suggestive? Maybe. Delicious? Definitely. |
| iPwnd Logo | iCame. iSaw. iPwnd. |
| Foot Logo | Don't be so sentimental. Things explode every day. |
| Hoodie Logo | You're so good that you've made everyone's most wanted list. |
| Skulls Logo | Just like the skulls of your enemies, piled at your feet. |
| Flexing Arm Logo | Steroids aren't cheating, and I'll punch out anyone who says otherwise. |
| Skull and Balls Logo | If they make a joke about you having balls for eyes, frag 'em. |
| Texas Flag Logo | Don't let them mess with you while you're wearing this shirt. |
| Tie-Dye Shirt | There's only one word to describe this shirt: groovy. |
| Tropical Shirt | Nothing says, "Party time!" quite like a Hawaiian shirt. |
| American Flag Shirt | The Red, White and Blue is ready to pwn you. |
| Ducks Shirt | Be sure to keep your ducks in a row, it makes them easier to kill. |
| Christmas Shirt | This year, give the gift of pain. |
| Tattoo Shirt | It's like body art for those who are too scared to get permanently inked. |

# MY DIGS

THE ULTIMATE MAN CAVE, MINUS THE CAVE... AND THE STENCH

Take a break from those marathon sessions of Duke Matches every now and then to stretch out in Duke's Digs. Duke's apartment is nothing less than a penthouse suite loaded with more than 60 pieces of art, statues, interactive games, and a half-dozen babes craving a little Duke. This bitchin' bachelor pad doesn't come fully-stocked though; you need to turn this penthouse into a Holsom home.

## DUKE'S PENTHOUSE: THE FLOOR PLAN


Game Room
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Gym
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Statue Room
Grand Hall
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Trophy Room
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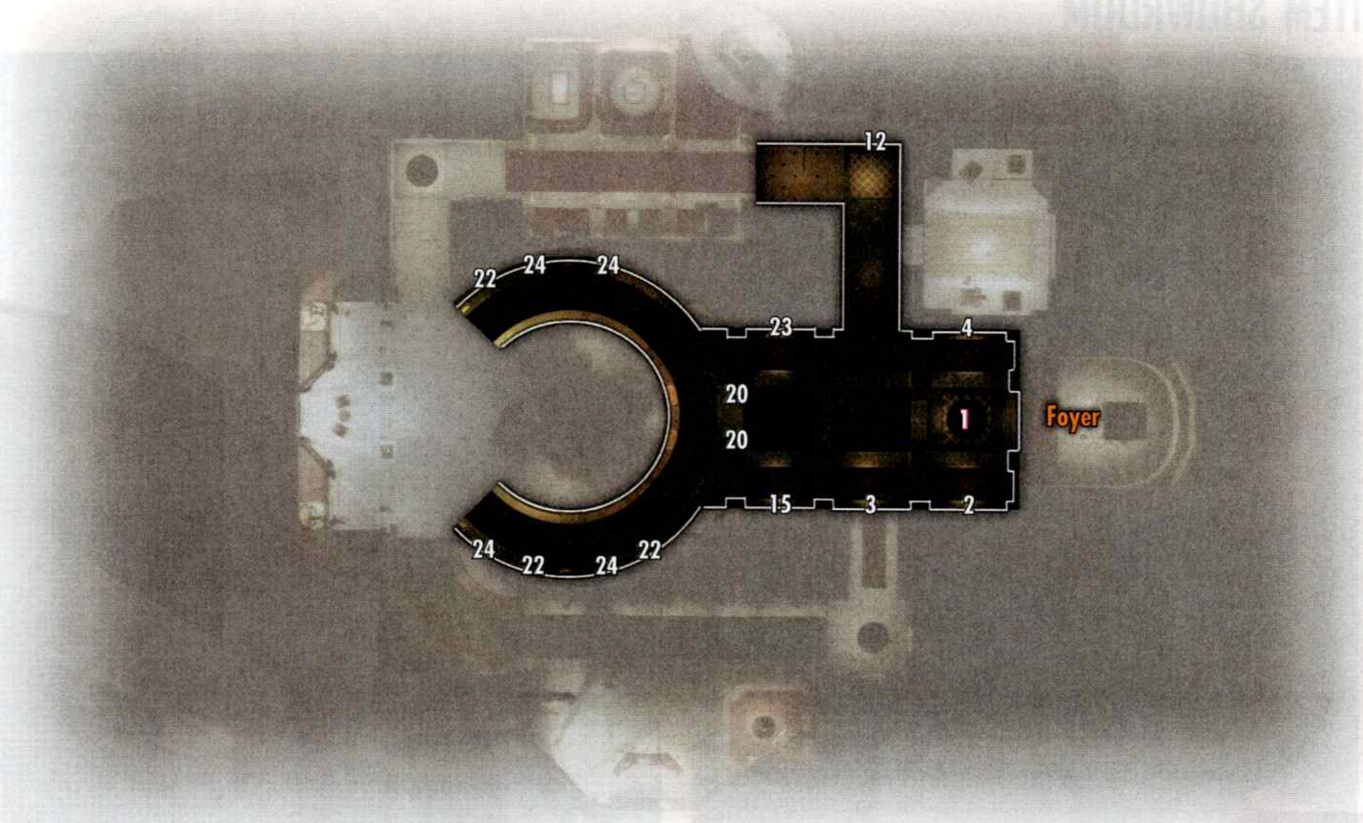


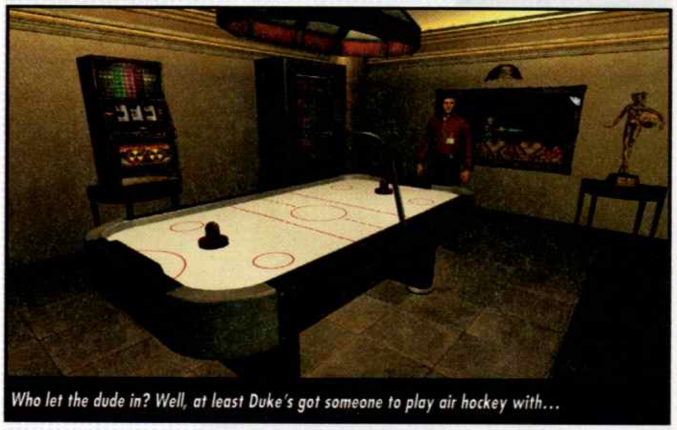
Select the "My Digs" option via the Multiplayer menu to visit the place Duke goes when he needs a break from kicking alien you-know-what. The penthouse is somewhat bare at first, containing little more than the scantily-clad Kitty Pousoix and her feather-duster. Although having a French maid all to yourself may sound like more than enough, there's plenty more where she came from. Continue playing the multiplayer mode (and completing Challenges) to earn XP, level up and unlock more items for your digs. Access the customization screen to toggle on/off the various items you've unlocked. This is important, as the items you unlock in multiplayer won't appear in My Digs until you activate them from within this menu.

The accompanying floor plans contain numbered callouts that correspond to the location of the items you unlock at each experience level. The number indicates the player's experience level needed to access the item that goes in its location within the penthouse. Pink numbers correspond to Babes. Note that some levels unlock multiple items, hence some duplicate numbers. Explore the digs, interact with the games, ogle the babes, and kick back and bask in the warm digital glow of a life you'll never know!

### PLEASE TOUCH THE EXHIBITS!

**You can interact with many of the items in the penthouse to some extent (please no flash photography near the artwork). Whether it's simply ogling one of the babes, shooting basketballs, smoking a cigar, or playing pinball, approach each item to see what it can do, as experimenting with new awards is half the fun of the My Digs mode!**

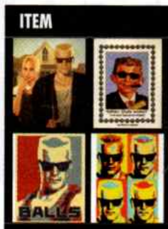
*Visit the game room and chat with Miso Ho'ney when you've got a hankerin' for an Asian kitten. Although the maid continuously wanders the penthouse, the other babes hang out in a single room.*

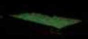


*Who let the dude in? Well, at least Duke's got someone to play air hockey with...*

# ITEM SHOWROOM

| ITEM | DESCRIPTION |
|---|---|
| #1: Babe: Kitty Pousoix | The maid of the house and always ooo la la! |
| #2: Champion Duke Photo | Undefeated in the cage. |
| #3: Duke Portrait Photo | The man himself. |
| #4: Duke Shark Photo | Duke proving that he's king of the oceans as well. |
| #5: Mountain Climbing Photo | Duke at the summit of Everest for the 10th time. |
| #5: Cigar Duke Photo | Duke enjoying a hand-rolled cigar. |
| #6: Enforcer Plaque | Duke used most of its hide to create a pair of boots and a matching handbag for one of his babes. |
| #6: Donuts | Yes… donuts… got a problem with that? |
| #7: Duke Cardboard Cutout | A bigger-than-life cardboard cutout of Duke Nukem. |
| #8: Duke Globe | Duke lifting the weight of the world. |
| #9: Awards Duke Photo | A photo of Duke receiving his Golden Statue awards. |
| #10: Babe: Miso Ho'ney | A sexy Asian bombshell complete with cat ears. |
| #10: Battlelord Plaque | Duke showed him who's the true battle lord. |
| #10: Bronze Babe 1 | Capturing the essence of beauty and success. |
| #11: Cigarette Machine | Can't smoke 'em, but fun to throw around. |
| #12: Retro Paintings | Relive Duke's history through this series of pixelated paintings. |
| #13: Astronaut Duke Photo | Duke during his space exploration period. |
| #14: Duke Football Photo | After receiving every major football award in the league. |
| #15: Poker Duke Photo | What else? It's Duke playing poker. |
| #16: Duke Action Figure | Tiny plastic form. |
| #16: Punching Bag | A little stress relief after talking with the President. |
| #17: Snack Machine | Goodies wrapped in tinfoil. |
| #18: Free Weights | A new definition for pipe bombs. |
| #19: Cigar | These are hand-rolled beauties from Cu… America. |
| #20: Babe: Funky Nefertiti | A lot of attitude and sass but damn hot. |
| #20: Cycloid Emperor Plaque | Fact: The Emperor's eye was replaced with Duke's championship bowling ball. |
| #20: Bronze Babe 2 | Shiny… sexy… hot! |
| #21: Steroids | Nutritional supplements to help gain strength… riiight. |
| #21: Weight Bench | Gotta keep in shape for the ladies. |
| #22: Classic Paintings | The finest art around, made better by the inclusion of Duke. |
| #22: Action Figure Accessories | Collect them all! $19.95 each! |
| #23: Helmeted Pigcop Plaque | Scientists are still trying to figure out why something with such a thick skull needs a helmet. |
| #23: Military Duke Photo | After operation Desert Cold Front. |

| ITEM | | DESCRIPTION |
|---|---|---|
|  | #24: Modern Paintings | Four works of art on loan from prestigious museums around the world. |
| | #25: Action Figure Playsets | Just remember, the moment you take them out of their boxes, they become worthless. |
| | #25: Animatronic Duke | A huge animatronic Duke Nukem. |
| | #26: Neon Signs | Nothing sets the mood like crackling tubes of inert gasses. |
| | #27: Cycloid Eye | After kicking a field goal with the eye, Duke used it to play basketball, dodgeball, and volleyball. |
| | #28: Small Octabrain Plaque | It had eight legs, three eyes, and no chance. |
| | #28: Octabrain | The remains of an Ocatabrain from the last encounter. |
| | #29: Pigcop Action Figure | Now with ragin' bacon action! |
| | #29: Pigcop Plaque | The rest of his body was roasted up for the victory party. |
| | #29: Pigcop | Part pig… part cop… it's a Pigcop! |
| | #30: Babe: Sgt. Peppa | Personal security never looked this good. |
| | #30: Octababy Plaque | Duke doesn't normally kill alien babies, but he made an exception for hideous alien freaks. |
| | #30: Bronze Babe 3 | The maid has asked that you quit leaving fingerprints on this one. |
| | #31: Throne | This seat is reserved. |
| | #32: Energy Leech Plaque | This leech sucks, big time. |
| | #33: Basketball Hoop | Basketball… the champion's choice of training grenade throws. |
| | #34: Speed Bag | Timing… pacing… neither will help you with this. |

| ITEM | | DESCRIPTION |
|---|---|---|
| | #35: Devastator | Take a deadly weapon, bronze it, and you've got the most awesome paperweight ever made. |
| | #35: Video Poker | Play poker without having to wait for the asshat with sunglasses to make his move. |
|  | #36: Pool Table | 9-ball bar table. |
| | #37: Pinball Machine | Balls of steel, baby! |
| | #38: Slot Machine | A more entertaining way of getting rid of your money than flushing it down the toilet. |
| | #39: Large Octabrain Plaque | Just because he was bigger doesn't mean this 'brain was any tougher. |
| | #39: Arcade Hoops | Arcade basketball at its finest. |
| | #40: Babe: Trudy Uprights | A personal trainer with a great… personality. |
| | #40: Babe Action Figures | They're here to provide your Duke figure with some action. |
| | #40: Pigcop Rug | The perfect touch to set the mood in front of a roaring fire. |
| | #40: Bronze Babe 4 | The last piece for your collection. |
| | #41: Babe: Chastity | An exchange student you never want to go back. |
| | #41: Bug Ball Plaque | Sure, it was harmless, but Duke needed to complete his collection. |
| | #41: Alien Abortion | A test of reflexes and timing… how high can you score? |
| | #42: Babe: Holsom Twins | 2 Girls, 1 Duke. |
| | #42: Alien Queen Plaque | This is the only way anyone should ever mount this bitch. |
| | #42: Air Hockey | The famous knuckle-buster gameroom classic. |

# AWARDS & EGO BOOSTS

"I AM THE DUKE. I AM A-NUMBER-ONE."

## TROPHIES & ACHIEVEMENTS

*Trophies, Achievements, and Ego boosts are earned for all sorts of activities.*

*BOOM! Headshot!*

*Compete a chapter, then choose the Chapter Select Menu to revisit it. This makes it easy to go back and search for things you may have missed.*

Like all modern games, *Duke Nukem Forever* is full of unlockable items to keep you content while blasting through the alien infestation. Achievements and Trophies are centered entirely around the single-player campaign—multiplayer modes are served by a different progression scheme.

Playing all the way through the campaign on "Let's Rock" difficulty (think "normal" difficulty), you can expect to earn at least 550 Gamerscore without breaking a sweat. This does not include the points that you can tally by completing the game again on "Damn, I'm Good" difficulty, nor the points earned by the completist-type challenges (such as killing every catfish) or more obscure kill requirements (such as killing 15 frozen aliens).

The rest of the points come from just these types of challenges: completing the game on harder difficulties, performing a specific task a certain number of times, finding a particular object, and so on. All Trophies and Achievements are listed in this section. Some are self-explanatory, but a few aren't. If you require clarification on one and it isn't listed here, then consult the appropriate walkthrough chapter for further details or a more specific location—chapter numbers are provided where appropriate!

### TROPHY/ACHIEVEMENT SUMMARY

| CATEGORY | # OF UNLOCKS | GAMERSCORE |
|---|---|---|
| Kills | 17 | 350 |
| Odds & Ends | 6 | 45 |

| CATEGORY | # OF UNLOCKS | GAMERSCORE |
|---|---|---|
| Equipment | 4 | 25 |
| Gaming | 4 | 90 |

| CATEGORY | # OF UNLOCKS | GAMERSCORE |
|---|---|---|
| Completion | 8 | 185 |
| Victory | 11 | 305 |

## KILLING IS MY BUSINESS...AND BUSINESS IS GOOD!

### GAMERSCORE: 350

Many Trophies and Achievements are unlocked simply by passing certain murderous milestones. Most of these will occur as a matter of course while playing through the single-player campaign. If you miss one, just travel to an area where it's easy to stockpile the type of kill in question.

**INDULGE IN EQUIPMENT!**

**There's an Achievement/Trophy for scoring numerous kills with just about anything, whether it's stuff Duke carries with him or something environmental. Plenty of Trip Mines, explosive barrels, regular barrels, and Steroids are spread throughout the game, so don't stockpile supplies thinking you'll need them right around the next corner. Also, even if you're not fond of using the Freeze Ray, make a point to use it until you get the Achievement during the times the weapon is available. In short, don't save stuff for a rainy day!**

*The forklift is only drivable during a brief section of "The Forkstop, Part 2." Use it to get some fork-skewer kills!*

EGO
Taking Steroids makes your melee attacks stronger

*Steroids are fantastic to use against large groups of lesser foes.*

*Five gunships or dropships may sound like a lot, but you'll have enough encounters to reach this total during a single campaign playthrough.*

| ICON / NAME | DESCRIPTION | GAMERSCORE | TROPHY TYPE | CHAPTERS OF NOTE |
|---|---|---|---|---|
| Extermination | Kill 50 aliens. | 25 | Bronze | - |
| Annihilation | Kill 100 aliens. | 40 | Bronze | - |
| Nuclear Devastation | Kill 250 aliens. | 50 | Bronze | - |
| Hippy Stomper | Foot stomp 12 aliens. | 20 | Bronze | - |
| Judge Jury Executioner | Execute 20 aliens. | 20 | Bronze | - |
| Trapper | Kill 10 aliens with Trip Mines. | 20 | Bronze | 5, 8 |
| Freeze Well | Kill 15 frozen aliens. | 20 | Bronze | 16, 19 |
| Road Rage | Kill 15 aliens with the monster truck. | 20 | Bronze | 12, 13, 14 |
| Fork the Pork | Kill 6 aliens with the forklift. | 10 | Bronze | 17 |
| Dead Useful | Kill 10 aliens with environmental explosives. | 15 | Bronze | - |
| Tosser in the Literal Sense ("Downtown Barrel Beatdown" on Xbox 360) | Kill 10 aliens with tossed objects. | 15 | Bronze | - |
| Duke Angry Duke Smash | Kill 15 aliens with melee attacks while on Steroids. | 20 | Bronze | - |
| Natural Disaster 3x | Kill 3 aliens at once. | 10 | Bronze | - |
| Baron von Nukem | Shoot down 20 alien fighters. | 20 | Bronze | 3, 10 |
| Sticky Bomb Like You | Put a Trip Mine on a live alien. | 10 | Bronze | - |
| Big Guns Big Ships | Blow up 5 enemy gunships or dropships. | 10 | Bronze | 3, 6, 10, 14 |
| On the Noggin | Kill 30 aliens with headshots. | 25 | Bronze | - |

# ODDS & ENDS

## GAMERSCORE: 45

None of these tasks are difficult by themselves, but it is easy to overlook one. The first four listed below are all easy to access right away in the first two chapters of the game. "I Need a Date" and "Companion Barrel" are both found much later during Chapter 17, "The Forkstop."

| ICON / NAME | DESCRIPTION | GAMERSCORE | TROPHY TYPE | CHAPTER FOUND |
|---|---|---|---|---|
| Turd Burglar | Find and steal a piece of poo. | 10 | Bronze | Prologue, 11 |
| Drawrings | Doodle something on the whiteboard in single player. | 10 | Bronze | Prologue, 9, 19, 20 |
| Sunday Black Sunday | Shoot down the blimp above the stadium. | 5 | Bronze | Prologue |
| Nobody Likes a Whiner | Knock out the talent at the talk show. | 5 | Bronze | 1 |
| I Need a Date | Look at every page of a calendar in single player. | 5 | Bronze | 16, 17 |
| Companion Barrel | Unlock the secret closet at the end of The Forkstop. | 10 | Bronze | 17 |

# EQUIPMENT USE

## GAMERSCORE: 25

Beer heavily reduces damage taken (while also impairing vision, but hey, what are you gonna do?), while Steroids grant tremendous strength to punches. Additionally, the Holoduke provides a foolproof decoy. Using equipment properly can easily mean the difference between victory and defeat, especially on the harder difficulty modes.

| ICON / NAME | DESCRIPTION | GAMERSCORE | TROPHY TYPE |
|---|---|---|---|
| Flagon of Chuckles | Drink a Beer in single player. | 5 | Bronze |
| Juiced | Take Steroids in single player. | 5 | Bronze |
| He's Got a Hologram | Use a Holoduke in single player. | 5 | Bronze |
| Substance Abuser | Drink Beer while on Steroids or vice-versa in single player. | 10 | Bronze |

# DUKE THE PLAYER

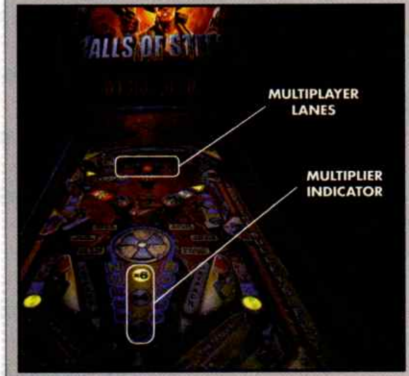
## GAMERSCORE: 90

All work and no play makes Duke a dull boy. These diversions all take place in Duke's own strip club. He also has a pinball machine in the Duke Cave. If you're having trouble finding all the Beer in the strip club, consult the map found in Chapter 9 of the campaign walkthrough. Remember that one of the Beers is located in the Champagne Room, which you can only enter after bringing all the quest items to the waiting stripper. The air hockey goal is just a matter of plugging along. Alien Abortion, another strip club game, is like that too.

*The key to shutting out the other dude at air hockey is to stay calm. He won't get fancy or hurried, so don't try too hard, lest you end up scoring against yourself!*

| ICON / NAME | DESCRIPTION | GAMERSCORE | TROPHY TYPE | CHAPTER FOUND |
|---|---|---|---|---|
| Air Duke | Win air hockey with a score of 7-0 in the strip club. | 30 | Silver | 9 |
| Balls of Steel | Earn a 1,000,000 pinball score in single player. | 25 | Silver | 2, 9 |
| Lots of Whacking | Win a game of Alien Abortion in the strip club. | 25 | Bronze | 9 |
| Party Animal | Drink all of the Beers in the strip club. | 10 | Bronze | 9 |

### BALLS OF STEEL



**Pinball is a little more complicated. The key to getting high scores is to earn the x2, x4, and x6 score multipliers. This is accomplished by lighting up all three lanes at once at the top of the board (see screenshot). A lane is turned on or off when the pinball passes through it. Light all three lanes at once and you'll level up to the next multiplier. Use deft flipper movement and tilt control to coax the ball to the top of the board, so you can work on earning a x6 multiplier. Be advised that flipper activation rearranges the "lit" lanes (without changing how many lanes are lit), so beware accidentally flipping a "lit" lane on into the path of the pinball, as the pinball will then shut it off!**

**Use tilt conservatively to avoid tilting the machine, thereby automatically losing a ball in the process. Instead, use tilt to avoid losing the ball down the Babe Kick Back holes after the babe bumpers disappear (you'll have one or two grace saves by these bumpers for each ball before they disappear). Also, use tilt to get the ball where you want it at the bumpers and lanes on top of the board. The pinball can be tilted left, right, or up.**

# COMPLETION

## GAMERSCORE: 185

These Achievements and Trophies all require that you persevere toward a specific goal. Some of them are easy and quick (you can clear "Noms" at the first vending machine in the game during chapter 1), while others are much more involved.

### CHECKING PHONES, COUNTING HEADS, KILLING CATFISH

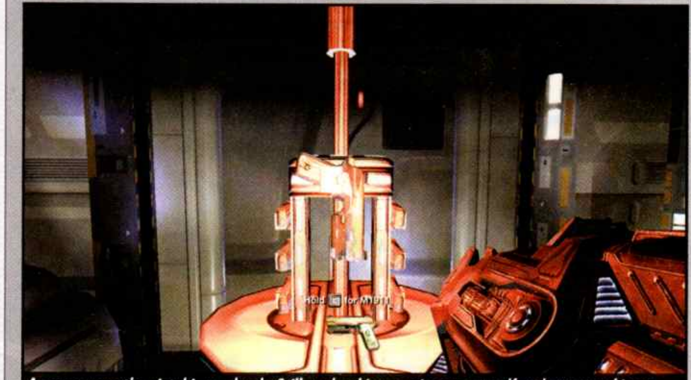
**A few more unusual collectibles are spread throughout certain chapters. There are voicemails on phones; three helmets that should look strangely familiar; and a school of catfish begging to be fried up. For the specific locations all this content, consult the appropriate chapter in the walkthrough.**

*As you might imagine, the messages left in the last day or so range from amusing, to strange, and back again.*

*One of the bucket heads is impossible to miss, but the other two are fairly well hidden.*

*Killing catfish. Why not? Check the map in Chapter 21 of the walkthrough for locations and images of the hidden catfish.*

### GUNSLINGER



*As a weapon, the pistol is no slouch. Still, make things easier on yourself and attempt this on a lesser difficulty setting.*

**One of the game's most involving Achievements/Trophies requires that you complete each chapter while carrying Duke's golden M1911. The first two chapters don't count, of course, since you don't have access to the weapon. Starting with "The Duke Cave," though, you must complete each chapter with the golden gun in hand.**

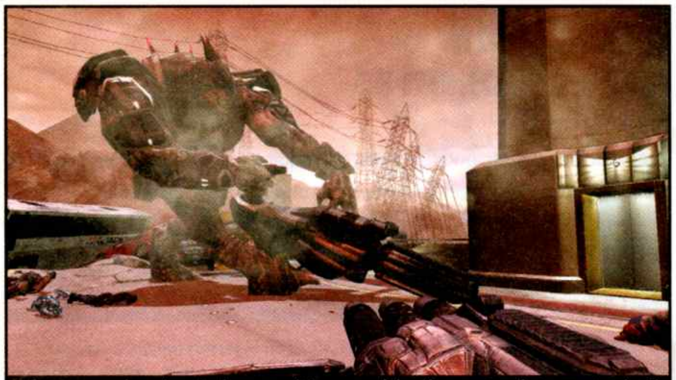
**It's okay to set down the golden pistol and use a different weapon, but don't forget to pick it back up before moving on. Be particularly careful about accidentally moving too far in certain chapters, triggering the loading screen for the next section. Although these chapter breaks aren't frequent, if you happen to cross the threshold without the gun, it is lost.**

| NAME | DESCRIPTION | GAMERSCORE | TROPHY TYPE | CHAPTER FOUND |
|---|---|---|---|---|
| Noms | Eat 10 pieces of food during the single-player campaign. | 10 | Bronze | Numerous |
| Full Body Tourettes ("FBT" on Xbox 360) | Get knocked down 10 times. | 10 | Bronze | Numerous |
| I Need a Towel | Get hit by 10 Pregnator bombs. | 10 | Bronze | 7, 8, 19, 20 |
| Call Waiting | Listen to all phone messages (12 total). | 25 | Silver | Prologue (x1), 6 (x1), 9 (x3), 11 (x1), 12 (x1), 16 (x1), 18 (x1), 20 (x3) |
| Bucket Head | Find all 3 helmets in the single-player campaign. | 30 | Bronze | 5, 7, 21 |
| Pescaphobe | Kill all the catfish in the underwater level. | 10 | Bronze | 21 |
| I Am All That Is Man | Discover all Ego cap awards. | 40 | Silver | Numerous (see the end of this chapter) |
| Gunslinger | Carry the gold pistol through the whole single-player campaign. | 50 | Silver | All except Prologue and 1 |

# BOSSES & VICTORY

## GAMERSCORE: 305

A large number of accomplishments are saved for downing most of the bosses and completing the game on each difficulty. Refer to the walkthrough and enemies chapters for strategies and tips on defeating the bosses. As for those associated with difficulty settings, they are cascading—that is, if you finish the game on "Come Get Some", you'll unlock the Achievements/Trophies for "Let's Rock" and "Piece of Cake". Note that the hardest difficulty, "Damn, I'm Good," is not available until you've completed the game at least once on any other setting.



*Defeating every boss doesn't always result in a reward, but there are two feats associated with the Battlelord!*

### DAMN, I'M GOOD

Checkpoint saved.

*Get used to this.*

**The most intensive reward comes from finishing the game on the "Damn, I'm Good" difficulty. Think of this difficulty as the "Insane" or "Veteran" setting common with other shooters. The long and short of it is that Duke deals half the normal damage to enemies, while enemies inflict twice as much damage to Duke.**

**Now, maybe that doesn't sound like a huge deal, but the weaponry in *Duke Nukem Forever* is carefully balanced so that weapons can be relied upon for certain things even on "Come Get Some," the second-highest difficulty, but not on "Damn, I'm Good." It's a slippery slope. Although Duke deals 75% of his normal damage in the "Come Get Some" difficulty, that still doesn't mean that a square shotgun blast or Railgun round won't finish off most targets. The amount of ammo required for a good marksman isn't necessarily different in many cases, compared to "Let's Rock." A shotgun blast to the head for a kill is still a shotgun blast to the head for a kill, penalty or no penalty.**

**But bump it up to "Damn, I'm Good" and suddenly a point-blank shotgun blast or dead-on Railgun shot won't even drop a Pigcop anymore. A premium, not present on lower difficulties, is suddenly put on ammo, meaning you'll find yourself looting the battlefield for any kind of ammo. Meanwhile, Duke is only ever two or three solid shots in a row from defeat. It's important to always manage weapons, ammo, equipment, and Ego in order to survive.**

| ICON / NAME | DESCRIPTION | GAMERSCORE | TROPHY TYPE |
|---|---|---|---|
| One Eyed Freak | Defeat the Cycloid. | 10 | Bronze |
| Pit Champion | Defeat the Battlelord in Las Vegas. | 25 | Bronze |
| Not Bad for a Human | Defeat the Alien Queen. | 40 | Silver |
| A Good Dam Fight | Defeat the Battlelord on the Hoover Dam. | 25 | Silver |
| Octacide | Defeat the Octaking. | 25 | Silver |
| Beating the One Eyed Worm | Defeat the Energy Leech. | 35 | Silver |
| Piece of Cake | Complete the single-player campaign on Easy Difficulty. | 20 | Bronze |
| Let's Rock | Complete the single-player campaign on Normal Difficulty. | 30 | Silver |
| Come Get Some | Complete the single-player campaign on Hard Difficulty. | 40 | Gold |
| Damn, I'm Good | Complete the single-player campaign on Insane Difficulty. | 50 | Gold |
| THE END Special Thanks | Watch the credits all the way through. | 5 | Bronze |

# EGO BOOSTS

In addition to Trophies and Achievements, there are also Ego boosts to find throughout the campaign. As long as you don't start a new campaign over completely, which resets all your progress, any Ego boosts you find will have a permanent effect on the size of Duke's Ego.

It starts at 40 but can eventually be increased to 100 by finding all 60 points of Ego boosts. Finding every unique Ego boost also unlocks a Trophy/Achievement. Building a significant Ego goes a long way toward surviving the tougher stretches of the game, especially on harder difficulty settings. For more specific locations for each Ego boost, refer to the relevant chapters of the campaign walkthrough.

*Clearing the pool table can actually prove to be very difficult. Contrary to the rules of pool, you can hit the cue ball while it is in motion, so keep that in mind if you're about to scratch.*

*Duke's club is positively packed with Ego-boosting opportunities.*

ROYAL FLUSH 250
STRAIGHT FLUSH 50
FOUR OF A KIND 25
FULL HOUSE
FLUSH
STRAIGHT
THREE OF A KIND
TWO PAIR
DRAW/DEAL
GAME OVER

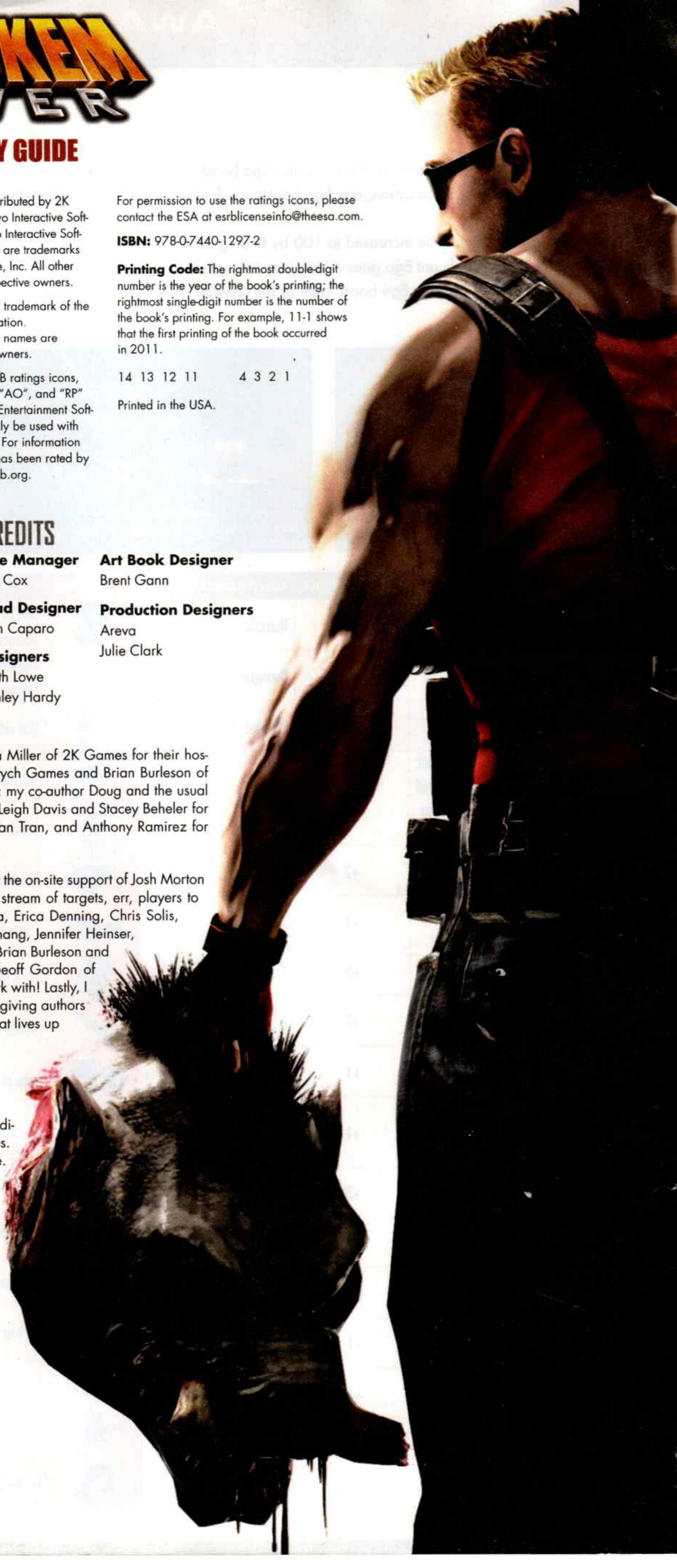
*The goal of video poker is to score one of the listed hands. Anything better than a single pair, basically.*

| REQUIREMENT | | TOTAL EGO BOOST | CHAPTER AVAILABLE |
|---|---|---|---|
| | Admire self in mirror. | +1 | Numerous |
| | Urinate. | +1 | Numerous |
| | Clear pool table without scratching. | +2 | Prologue, 9 |
| | Microwave popcorn, or a rat. (Rats cannot be microwaved in the European PlayStation 3 versions) | +2 | 1, 9, 13 |
| | Autograph "Why I'm So Great." | +2 | 1 |
| | Curl dumbbell. | +2 | 2, 8 |
| | Bench press at least 600 pounds. | +3 | 2, 8 |
| | Punch speedbag. | +1 | 2 |
| | Punch punching bag. | +1 | 2, 8 |
| | Shoot basketball through hoop (or leap through hoop as shrunken Duke). | +1 | 2, 9, 11 |
| | Beat pinball high score. | +3 | 2 (280,897), 9 (137,900) |
| | Win slot machine. | +2 | 4, 9 |
| | Kill Las Vegas Battlelord. | +3 | 5 |
| | Make a scanned copy of Duke's butt. | +1 | 6, 9 |
| | Slap wall boobs. | +1 | 7, 8, 19 |
| | Kill Alien Queen. | +4 | 8 |

| REQUIREMENT | | TOTAL EGO BOOST | CHAPTER AVAILABLE |
|---|---|---|---|
| | Win all five rounds of Alien Abortion. | +1 | 9 |
| | Request special dance from stripper. | +1 | 9 |
| | Win video poker. | +1 | 9 |
| | Use hole in bathroom. | +2 | 9 |
| | Watch "Pooty Party." | +2 | 9 |
| | Win air hockey. | +3 | 9 |
| | Throw developer frisbee. | +1 | 10, 12 |
| | Read Slutbutts magazine. | +1 | 11, 20 |
| | Smoke cigar. | +1 | 11, 20 |
| | Look at computer porn. | +1 | 12, 19 |
| | Use observation binoculars. | +1 | 12 |
| | Read Funbags magazine. | +1 | 13, 19 |
| | Throw paper airplane. | +1 | 15, 16, 19, 21 |
| | Kill Hoover Dam Battlelord. | +4 | 15 |
| | Look at wall calendar. | +1 | 16, 17 |
| | Read 69MM magazine. | +1 | 17, 21 |
| | Kill Octaking. | +3 | 18 |
| | Kill the Energy Leech | +4 | 21 |

# DUKE NUKEM FOREVER

## OFFICIAL STRATEGY GUIDE



By Joe Epstein & Doug Walsh

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# COME GET SOME

Duke's been living a rock star's life ever since he saved the Earth from the first alien invasion.
He's been hanging out in his penthouse suite, drinking beer, enjoying the ladies and…well…enjoying the ladies some more.

But the aliens have returned once more, intent on stealing Earth's women.
And this doesn't sit well with Duke. Not only are the aliens stealing all the hot babes, but they're screwing up his life of leisure.

## ★ IT'S TIME TO KICK SOME ALIEN @$$! ★

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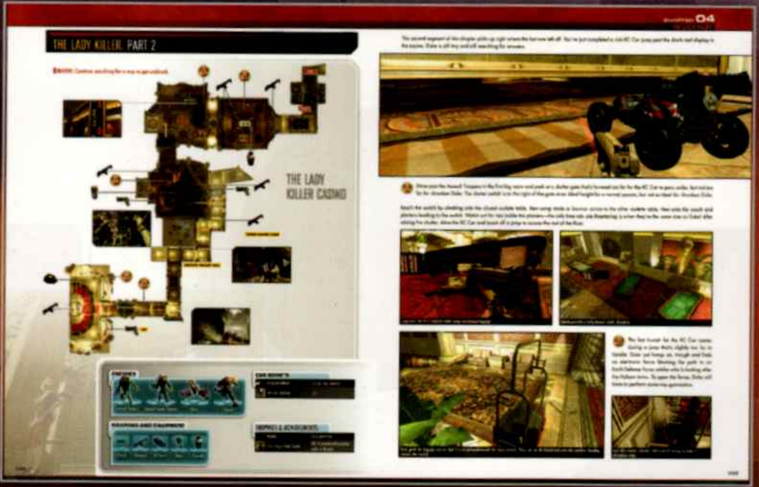

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